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LACROSSE.

THE

NATIONAL GAME OF CANADA:

BY W. G. BEERS,

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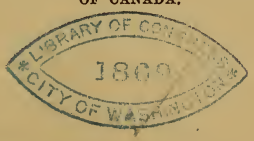
PUBLISHED WITH THE SANCTION OF THE NATIONAL LACROSSE ASSOCIATION OF CANADA.



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	W. G. Beers,	Montreal	Montreal	

PREFACE.

The following pages are designed to extend a knowledge of the game of Lacrosse, to systematize its principles and practice, and to perpetuate it as the National game of Canada. Until the appearance of my *brochure*, published in 1860, there had never been any attempt made to reduce the game to rule. It was barren of laws, and goal-keeper was the only player with a definite name and position.

I feel in duty bound to own to the parentage, while apologizing for the publication of the little book referred to, which was issued, without any revision, during my absence from the city. Notwithstanding the fact that it was extensively plagiarized, I trust it

will be regarded, by any who had the misfortune to buy it, as one of those productions of youth, which, in maturity, we would fain disown.

The difficulty of writing practically about Lacrosse, was then, as it is now, that there had never been anything practical written on the subject. Every principle and point of play had to be laid down from personal experience and experiments, and "pow-wows" with the best players; and, at first blush, it seemed a difficult task to write anything about the game. Moore, in his Diary, however, mentions a German *savant* who wrote several folio volumes on the "Digestion of a Flea!" After that accomplishment, no one should despair of producing at least one volume on any subject.

It may seem to some, well acquainted with Lacrosse, as if I had given too much space to the rudiments of the game; but I intend this book for the novice as well as the expert, and wish even the latter to believe with me, that there is a gradation of learning in the use of the crosse, as there is with the

rifle or the cricket bat. We may wish for the hereditary sagacity of the Indian, who plays mainly by instinct; as poor Tom, in the "Mill on the Floss," envied the people who once were on the earth, fortunate in knowing Latin without having learnt it through the Eton grammar; but the Indian never can play as scientifically as the best white players, and it is a lamentable fact, that Lacrosse, and the wind for running, which comes as natural to the red-skin as his dialect, has to be gained on the part of the pale-face, by a gradual course of practice and training. All Indians are not good players, but I never yet knew one without an aptitude for the game; and it is surprising to witness the expertness of the juveniles, not yet in their teens, in the villages of Caughnawaga, St. Regis, Oka, and Onondaga.

I have not attempted, in this work, to exhaust the practical feats of Lacrosse, though I have given all the various methods of throwing, checking, &c., in use among Clubs, as well as some original feats, and others derived from the Indians, never introduced

among the whites. Some may seem impracticable, and at first, no doubt, will be found to be so, but I simply ask for them a fair trial. There is no reason why an Indian feat may not be done by a white player.

I am indebted, for many kind acts of co-operation, to Messrs. J. R. Middlemiss, W. L. Maltby and L. Cushing, of Montreal; G. H. Leslie, of Toronto; E. Cluff, of Ottawa; Dr. Allen, of Cornwall; J. B. Morrison, of Caughnawaga, and other friends too numerous to mention. Also, to the gentlemen whose photographs represent the various positions in the game, and to the "National Lacrosse Association of Canada" for the vote approving of this undertaking. For many of the facts contained in the chapter on "Historical Associations of Lacrosse," I am much indebted to Mr. Parkman's work, "The Conspiracy of Pontiac."

As I have been requested, since the body of this work was written, to give some account of the rise and progress of Lacrosse, I purpose briefly doing so

here. The game first met with popularity in Montreal about thirteen years ago, when the Iroquois Indians of Caughnawaga introduced it as a field sport. The origin and early existence, thirty years ago, of the regularly organized Montreal Club—the Alma Mater of the game—and its several matches with the red-skins, only one of which it won, may make an interesting chapter in the history of Lacrosse at some future day. Among the original members of the Club, alive to-day, are Mr. N. H. Hughes, still President; Judge Coursol, Messrs. Romeo Stephens, and Wm. Lamothe, of Montreal; and Mr. Gouin, Prothonotary, at Sorel. Mr. Lamontagne was one of the crack-players of the early time; and our big friend, "Baptiste," the pilot of the Lachine Rapids, was then as great a master of the crosse as he is now of the helm. I shall be much indebted for information furnished me respecting the early matches and life of the Montreal Club.

The Montreal Club did not flourish in its early history. For a long time it was dormant, and practice was limited to a very small number. About twelve years ago the Club revived, and was followed by the "Hochelaga." On the 31st of March, 1860, the two Clubs were united, under the name of "The Lacrosse Club of Montreal." About this time the spirited young "Beaver" disputed the championship and the propriety of the definite article "The," assumed by the Montreal Club, and invariably succeeded in making drawn matches. On the 31st of March of the following year the name of the Club was changed again to "Montreal."

The visit of H. R. H. the Prince of Wales to Canada, in 1861, and a proposal to play before him, infused new life into the ancient Indian sport, and a grand match was played in the presence of H. R. H. by the "Montreal" and "Beaver" *vs.* Caughnawaga and St. Regis Indians, twenty-five players a side. The playing on both sides was determined and excited, and ended in a dispute, — Baptiste, of

Caughnawaga, the Indian Captain, having picked up and held the ball with his hand, at a moment when the whites had a clear chance of carrying it into the Indian goal. The match was awarded to the whites. The following are the names of the white players in this ever-memorable match:

Captain—N. H. Hughes.

1. George Kernick.
2. P. Christie.
3. R. Gray.
4. A. Cherrier.
5. T. Coffin.
6. F. Dowd.
7. W. Brown.
8. A. Brown.
9. J. Bell.
10. J. Bruneau.
11. W. Leduc.
12. W. Blakely.
13. T. Taylor.
14. J. McCulloch.
15. W. A. Stafford.
16. J. R. Middlemiss.
17. J. McLennen.
18. W. McLennen.
19. J. Becket.
20. H. Duclos.
21. W. Massey.
22. T. Craig.
23. C. P. Davidson.
24. W. Noad. } *Goal-Keepers.*
25. W. G. Beers. }

After this match the "Montreal," "Beaver" and "Young Montreal" Clubs, tried to arouse an interest

in the game, but the season soon closed, the Clubs were disorganized, and Lacrosse became unfashionable. In the meantime, Mr. George Massey, ("Beaver,") and Mr. W. A. Stafford, ("Montreal,") formed the nucleus of a Club in Ottawa, which flourished under the management of Mr. E. Cluff, when the game was dormant in Montreal. A match at Cornwall, Ont., between the organized Ottawa Club and some of the old members of the "Montreal" and "Beaver," who had never played together before, and most of whom had not handled the crosse for years, ended in the defeat of the Montrealers,—not the Montreal "Club." The spirit of young Montreal awoke, Lacrosse was revived, and the lost laurels brought back again. The game began to grow East and West. In June, 1867, the Montreal Club framed the first laws of Lacrosse; and, in September of the same year, called a Convention of Clubs in Canada, to organize an Association for the guidance of Clubs and the government of the game,—an idea which had been discussed in Committee meeting the

previous year. The Convention met in Kingston on the 26th of September, organized the "National Lacrosse Association of Canada," amended the laws of the game, and adopted a Constitution. The popularity of Lacrosse now steadily increased, and Clubs sprang up all over the country. The Association met again, in Montreal, in September, (1868,) and made important amendments to its Constitution and the laws of the game.

In the spring of 1867, Mr. J. Weir, a member of the Montreal Club, organized a Club in Glasgow, Scotland.

In July, 1867, Mr. W. B. Johnson, of Montreal, took eighteen Caughnawaga Indians to England and France, and played several exhibition games. This seems to have given the impetus to Lacrosse in England. A number of Clubs were formed in London, and an Association organized similar to the Canadian Association.

The Mohawk Club, of Troy, N. Y., pioneered the game in the United States; and the "Maple Leaf,"

of Buffalo, and others, followed their lead; and there is every indication that our Clubs in Canada will one day find worthy rivals over the lines, and cross the crosse in friendly contest.

I have much pleasure in chronicling the generosity and public spirit of Mr. T. J. Claxton, a Montreal merchant, in the donation to the "Montreal," for competition among the city Clubs, of a set of four magnificent flags and flag-poles, costing over $250, two of which are represented in photograph No. 12. This gift not only illustrates the generosity of an individual, but the appreciation of the mercantile community, of the efforts of the Montreal Club to popularize and spread the game of Lacrosse. A healthy sign, too, of the growing favor of rational sports.

I have but little to add in conclusion, and may be pardoned for making that little personal. The practice of Lacrosse was my *physical* recreation; the writing of this book was one of my *mental* diversions, principally the result of notes made on the field.

It would never be allowed to see the light of day, did I think it would get me the reputation of being absorbed in the sport, to the exclusion of more serious and important duties. When I commenced the book I felt its completion would tend to much good, physically, mentally and morally, and assist the cause of rational recreation among the young men of Canada. The popularity of the game has popularized all healthy sports; and nothing, perhaps, has won more esteem for Lacrosse than its moral tendencies, and the necessity it involves of abstaining from habits, which are too often associated with other recreations.

One of our most eloquent statesmen, in addressing an audience outside of Canada, said, in referring to the physical outfit of the new Dominion, "Young Canada would as soon fight as eat his breakfast." While not advocating pugnacity, men—and women, too—admire manly youth; and if our National game, while exercising the manly virtues, also trains the national and the moral, it will, un-

doubtedly, help to make us better men; and genuine "pluck" will never go out of fashion in Canada.

CHAPTER I.

ORIGIN OF THE GAME OF LACROSSE.

The origin of Lacrosse, like that of the Indian race from whom we derived it, is lost in the obscurity which surrounds the early history of this people; but that it had its first existence in his wild brain is claimed in his own traditions, and entitled to every belief. The subject, however, is a mystery, and the most patient research cannot but meet with bewilderment. Indian traditions concerning it are scarce and unreliable, while anything that might be learned from their hieroglyphics is met by the fact that they could not transmit more than outward events. Doubtless there were rude Pindars and Homers in the "forest primeval" who could have saved their early records from oblivion, had there been means to preserve them; but as it is, the more we try to unravel such mysteries as the origin of the Indian

and many of his customs and recreations, the deeper we get into difficulties that have no solution.

The origin of Cricket, in enlightened Europe, is uncertain, though traced to the 13th century. How much more difficult to discover the origin of Lacrosse in a savage country, unknown till the century after. If obscurity be any proof of antiquity, Lacrosse is certainly senior among field games.

Spanish cruelty sullied the great discovery of America, and made "pale-face" a synonym for everything base and unjust; and French and English conduct afterwards, confirmed the justice of the complaint. Under the circumstances, it was to be expected that they would each have more familiarity with Indian warfare than Indian recreation; and this may account for the comparative silence of American history on their native sports. It was not until a conciliatory policy was adopted, that such sports as Lacrosse were played for the amusement of the whites.

Civilization has not destroyed the Indian's love of hoaxing. Charlevoix, Catlin, and a host of others, were unmercifully hoodwinked and humbugged, and one need not travel far to-day to meet with the same

characteristic. A genuine hoax is as old "fire-water" to a red man: it is told to clusters of admirers, and repeated from wigwam to wigwam. While endeavouring to find out the opinion of intelligent Indians as to the origin of Lacrosse, we had some charming and plausible legends invented for us *impromptu*, and the difficulty of centuries expeditiously unravelled in the rocky recesses of Caughnawaga. If the soil of that settlement is not favorable for peaches, it unquestionably produces a spontaneous imaginative genius, not to be rivalled by anything white or red in Canada. We are satisfied, however, that the Indians of Canada know nothing whatever about the origin of their native field game.

I had the good fortune to travel on the Grand Trunk, side by side with the late Hon. Thos. D'Arcy McGee, about a year before his cowardly assassination by the "Fenian Brotherhood." The subject of conversation turned upon Lacrosse, prompted by the sight of a Crosse on the rack overhead; and Mr. McGee first suggested to my mind the resemblance between the national game of Canada and the Irish game of Coman, or trundling. Some time after, a communication appeared in a Port Hope paper, by a

writer holding the identity of origin of the Indian and Irish races with the Phœnicians, and ingeniously attempting to show sufficient resemblance between Lacrosse and Coman to make a plausible argument for his theory. The former part of the proposition involves scientific questions hardly within my province to discuss, but it seems rather far-fetched. If this ethnological view be correct, it would scarcely seem possible that the game of Lacrosse should now be almost the only prominent remnant of the Phœnician origin of the Indian race. Were I inclined like the Irishman who traced his genealogy into the Ark, and the locality of Paradise to his potato patch, which he was irreverently offering for sale, I might enter into archæological researches, and build up theories from hypothesis; but this would only lead astray.

It is quite possible that there should be resemblances between Lacrosse and Coman, as between any game of ball played with a bat. In "Strutt's Sports and Pastimes" may be read some very close coincidences, but nothing to prove their identity. The writer aforesaid hinges his conclusions greatly upon the present resemblance between the sticks used in both

games; but the original crosse was not the present shape, and had no more resemblance to a trundling bat than a cross-bow has to a "Snider." With the original game, too, was associated peculiar customs and ceremonies which distinguished it from any other field sport. Its uniqueness was and is beyond dispute.

The Indians may justly be awarded the credit of having invented the game of Lacrosse, as well as the snow-shoe, toboggan, and bark canoe; and unless some archæologist can prove that it was played by the extinct races of a cultivated and superior type of humanity said to have existed on this continent long before the advent of the Spaniards, it is only fair that they should have the honor.

An Algonquin who was asked the origin of his race pointed to the rising sun. So may we as indefinitely answer the query, "When and how did the game of Lacrosse originate?"

Originally, it bore different names; each tribe calling it "ball" in their own peculiar dialect. By the Iroquois it was called "Tehontshik8aheks;" by the Algonquins "Teiontsesiksaheks;" by the Objiways "Baggataway." The crosse was called "Teionstik-wahektawa" by the Iroquois; "Te88aa Naton" by

the Algonquins; and by other tribes, names as euphonious and intelligible, sometimes as long as the stick itself. The single tree or pole goal was called "Iorhenoketo-ohikta" by the Iroquois.

CHAPTER II.

THE ORIGINAL GAME.

In the early history of all countries we find their recreations to have been of a rude and barbarous nature. Such were those of Greece when Homer wrote; such were those of Britain when Cæsar landed; and such were the amusements of the North American Indians when first witnessed by the early French and English travellers.

The character of the game of Lacrosse, as originally played, made it midway between a sport and a deadly combat, because of its serious results to limb and life. It was a game which King James would, no doubt, have anathematized as being "meeter for laming than making able the users thereof;" and more emphatic would have been this edict had he played it; for not even the divinity that hedges kings would have saved his royal shins from many a sore and unceremonious whack.

Never was there ancient or modern field sport that so effectually tried the endurance and agility, and every physical instinct as the original game of Lacrosse. The gladiatorial games of the Romans, and the bull fights of Spain, were severe tests of stamina and skill; but neither the praises of Cicero nor the approval of Pliny can prevent the banishment of amusements deliberately designed for the shedding of blood, and the death of, at least, one of the combatants.

It may not be possible for one who has never handled a Crosse—even though he has witnessed many of the exciting matches of the present day, to conceive of the intensity and vehemence of the old game; but to a player who has tried his mettle against Indian wind and endurance, and experienced the exertion required in the present modified game, it is easier to estimate correctly the magnificent physical condition of the aborigine a century ago, and the unparalleled union of strength, agility and wind developed by, and necessary for, the primitive Lacrosse. It was not played as a superstitious rite in honor of the Great Spirit; it had none of the religious element of the Grecian games. It was

instituted as a pure amusement, and as one of the means of quickening and strengthening the body, and accustoming the young warriors to close combat. It was emphatically a sport, and brought out the very finest physical attributes of the finest made men in the world,—the impetuosity and vigor of a wild nature let loose; and compelled its votaries, in its intense exercise, to stretch every power to the greatest extreme.

The hunters and warriors looked and longed for the grand anniversaries, when through dense forests, and in bark canoes, hundreds would return from the chase and the war-path to be present at the Lacrosse tournaments. Among some tribes, ball-play was, as Basil Hall tells us, "the chief object of their lives," so absorbed were they in its excitement; and in every tribe it developed an amount of splendid physical energy sufficient to have made their race masters of this continent for ever, had mind not been so entirely subservient to body, nor destiny so inevitably pointed against them.

All the education of an Indian from the cradle to manhood tended to physical development and inurement; and however much we may pity the strapped

papoose, it is in a better place for a symmetrical body and a straight spine, than the pale-face hopeful, rocked and knocked about in the modern cradle, or the Spartan child cradled on a shield. It was the perfection of the Indian's physical nature which made his conquest so difficult. With every instinct keen as an eagle's eye, with every muscle, nerve and fibre strung to its perfect capacity; with his wonderful vitality, energy and unity, he was more than a match for the white man and superior weapons, until "firewater" undermined his manliness, and treachery stole away his advantages. Whiskey was a cunning ambassador, more effectual than "villainous saltpetre." What was the stoicism of the Indian but his physical training; what was his pride and individuality but the blood of his race and the education of his boyhood? The great brain of a young man was only fit for scalping if it had not a body able to wield the tomahawk; the chieftains and leaders were honoured in proportion to the number of scalps within their wigwams. Such were the characteristics of the men who played the old game of Lacrosse.

The descriptions given of the game by different travellers vary in some respects, as they happened

to have seen it played at different periods, and among the various tribes; but all unite in ascribing to it the hereditary wild beauty and variety which it has always retained.

There was some dissimilarity among the different tribes in the shape of the stick used, the size and composition of the ball, the kind of goal, &c., but the general character of the game was the same.

THE CROSSE.—As far back as we can trace we find the original Crosse to have been of a very different shape to that used at present. That of the Choctaws, Chippeways, Cherokees and Creeks was about three feet long, bent into an oblong hoop at one end large enough to hold the ball. That of the Sacs, Sioux, Objiways, Dacotahs, Poutawatamies, and most other tribes was about the same length, but

the hoop was round as seen in the above illustration. None of the original sticks were over four feet long. The net-work of the oblong hoop was generally three inches long and two wide; that of the round hoop,

twelve inches in circumference. The former was literally net-work, but the latter was simply two strings tied in the centre, and fastened in four places to the hoop ; and both were sufficiently bagged to catch and preserve the ball. The net-work or strings were originally of *wattup*, the small roots of the spruce tree as used for sewing bark canoes ;—afterwards they were made of deer-skin.

Among the Choctaws, Cherokees, Creeks, &c., each player carried two sticks, one in each hand. The ball was caught and carried between them. There was considerable difference in the play with one and with two sticks, and the former was by far the most expert, as it was the most difficult.

The manner of picking up with one stick was peculiar, and indeed, necessary, owing to its shape. As the ball lay on the ground, it was almost covered with the hoop, and by a peculiar twist of the wrist and arm from right to left, scooped up in one motion. The ball was thrown from it by a jerk, and could not be pitched as far as with the present stick, as it got but little impetus. The Indians dodged very little, except when the ball was caught or picked up in a

crowd, and dodging was necessary. This seems the more remarkable when we consider the shape of the stick, and the peculiar facilities for dodging, afforded by the concavity of the netting and the smallness of the hoop which retained the ball.

On grand occasions, they ornamented the hoop and handle with small feathers or tufts of hair, and painted or dyed it various colors.

Several tribes still use the original stick. The above illustration is taken from one which Mr. Radiger, an old Montreal Club player, used in several matches with the half-breeds of the Garden River Indian Reserve, Sault River, about 15 miles from the entrance to Lake Superior. It is similar to the Objiway stick described by early travellers.

THE BALL.—The original ball was about the size of a tennis ball, though differing among the tribes; and was first made of deer-skin or raw-hide, stuffed with hair and sewed with sinews. The Objiways and Poutawatamies at the mouth of the Detroit River used a heavy wooden one, generally a knot; while others improvised balls of the bark of the pine tree.

THE GOALS.—The earliest goal was any marked rock or tree that happened to be convenient; and it is still customary among the domesticated and wild tribes in America to ignore such a thing as "flag poles."

At grand matches, however, the Indians were more particular, and used for each goal a single pole or stake, eight feet high and two inches in diameter, or the two pole goal as at present. The distance from one goal to the other varied in proportion to the number of players, from five hundred yards to half a mile and more. The Poutawatamies, Sioux, Dacotahs, Cherokees, Sacs, Objiways, Iroquois, Algonquins, and nearly all tribes used the one pole. The four former merely required the ball to be thrown past the line of this stake; the Objiways, Iroquois, Algonquins, &c., required the pole to be struck with the ball. The former still maintain this law. The Algonquins, seen by Charlevoix, used one pole.

The Choctaws, seen by Catlin, used two stakes for each goal, twenty-five feet high, and six feet apart, with a pole or goal-line across the top. The Creeks in Alabama used two stakes, six feet high

and six feet apart. Basil Hall (1828) says they were simply boughs.

THE GAME DIRECTOR

Was the captain or presiding chief, under whose direction the goals were posted; and who, among several tribes, made a preliminary speech to the players before starting the game. Sometimes he was the best player and fleetest runner, and joined in the game, and like the chiefs in Homer, tried to signalize himself by personal acts of courage, forgeting altogether the management of his men.

THE UMPIRES

Were generally the old medicine men of the tribe, whose decision was in all cases final.

DRESS OF THE PLAYERS.

The primitive Indian players usually appeared almost as naked as the Grecian athletæ, wearing only a tight breech cloth; and on grand occasions painted their faces and bodies, and decorated themselves with fantastic ornamental bead work, feathers &c., of various colors. They wore a curious kind of

tail, projecting from the small of the back, made of white horse hair or dyed quills of the Canada porcupine, and a mane or neck of horse hair dyed various colors.

It was a rule of the Choctaws that no one should wear any dress save the breech cloth, and the aforesaid tail. The Poutawatamies always wore mocassins.

PREPARATORY CEREMONIES.

When great matches were on the *tapis*, village against village, or tribe against tribe, they were agreed upon and the players selected months ahead. For two weeks before the day of the match, the competitors were to fast from all excesses, eat little food, and harden themselves by every possible means for the exertion in anticipation; and the night preceding, they rather ignored the present theory of training, by a peculiar preparatory ceremony, which we will endeavour to describe.

It was usual to select a moonlight night, and a grassy plot near the borders of a river or lake. Only those who were to play on the following day were permitted to join in the ceremony. A large

fire of pitch pine wood was kindled; several musicians with Indian drums, and large gourds containing gravel, were seated to assist the players in keeping time in the dance. At a signal from the head chief, the intending competitors would begin what they called the training dance,—a succession of the most frantic movements and wriggling of the body and legs, contortions of the face, and screaming at the top of the voice, intended, like the military dances of the Greeks, to make the body active and strong, and to exhilirate the mind. It was also a sort of invocation to the Great Spirit for victory, and must have been of a character as terrible and expressive as the dances of the Furies. This dance was peculiarly attractive to the emotional Indian, who, like all barbarians, was a spontaneous dancer; sounds, however rude, intoxicating him with a passion for a spasmodic oscillation of the body. After performing for an hour or longer, the players, heated and perspiring, immediately plunged into the cold stream.

It was customary among some tribes to dance in a circle around a bonfire, with the crosses in hand; while others danced in their costume around the goals, rattling their sticks together and singing aloud

to the Great Spirit. Each party danced for a quarter of an hour at a time around their respective goals or bonfires, and repeated it every half hour during the night, which compelled the players to lie awake until sunrise. The squaws of each side kept the goods which were invariably staked upon the result of the match; and at this dance they formed themselves in two straight rows between the two parties of players, and joined in the dance and song. Four of the most antediluvian medicine men who were to act as umpires on the following day, were seated at the point where the game was to be started, solemnly smoking and praying to the Great Spirit for impartiality in judgment. Catlin gives a few excellent sketches of the original game as played by the Choctaws, and among them a very suggestive one of this preparatory dance.

In Capt. Basil Hall's "Travels in the United States in 1827-28," we find a new feature of this preparatory ceremony, introduced after the dance, among the Creeks of Alabama. The players met in a hut, round which ran a seat close to the wall; in the middle a fire was burning, at which the players squatted, nearly naked, tying cords tightly

around one another's arms and thighs. They then splashed themselves with water, and each placing himself in a sloping position against a wooden pillar, went through the ceremony of "scarifying." This was done by expert operators, who using an instrument formed of the sharp teeth of the gar fish—two rows of about fifteen teeth tied to a corn cob, scraped the arms and legs of the players over a space of more than fifteen inches in length.

"Five separate scratchings were made on each man's leg below the knee, five on each thigh, and five on each arm, in all nearly thirty sets of cuts. As the instrument contained about thirty teeth, each Indian must in every case have had several hundred lines drawn on his skin. The blood flowed profusely, as long as the bandages were kept tight. This indeed, seemed to be one of their principal objects, as the Indians endeavoured to assist the bleeding by throwing their arms and legs about, holding them over, and sometimes placing them almost in the fire, for a second or two. It was altogether a hideous and frightful scene. For my own part I scarcely knew how to feel when I found myself amongst some dozens of naked savages, streaming with blood from

top to toe, skipping and yelling round a fire, or talking at the top of their voices in a language of which I knew nothing, or laughing as merrily as if it were the best fun in the world to be cut to pieces. Not one of these lads uttered the slightest complaint during the operation; but when I watched their countenances closely, I observed that only two or three bore the discipline without shrinking or twisting their faces a little.

"I was told that these scarifications and bleedings render the men more limber and active, and bring them into proper condition to undergo the exertion of the ball-play on the following morning. I don't know how this may be with my friends the Creeks; but I suspect half a dozen of the cuts of which each of these young fellows received some hundreds, would have laid me up for a week!"

On the next day and for hours previous to the appointed time for the match, a crowd of warriors, squaws and children assembled on the plain selected for the game, dressed in the gaudiest feathers and bead work, and squatted on the ground in little picturesque groups. One of the principal preliminaries was handing to the stake-holders the property

hazarded upon the result of the game, and not only did every warrior bet, but the women carried it to excess, and even the children wagered their childish toys.

It was an affectation of the players to keep out of sight until everything was ready, and they usually were in the adjacent woods, busily painting and feathering in the most fantastic styles imaginable. The two parties who were to contend for the prize were divided, and posted in opposite parts of the woods, and during the process of festooning they indulged in wild whoops and cries.

The goals were now placed by the game director, and a stake set to mark the centre of the field where the ball was sometimes laid, according to custom. At a certain signal the two parties advanced leisurely from their covert, brandishing their sticks, shouting, making terrible contortions and grimaces and turning somersaults. It was customary among the lady loves of the Cherokees to run out on the field at this stage, and give beaded and other tokens of favoritism to their dusky gallants, which these savage lovers wore during the game as faithfully as the most chivalrous knight of the 12th century ever carried

lady's glove in combat. Lanman, who witnessed this little episode of the game among the Cherokees of Qualla town, North Carolina, says: "This little movement struck me as particularly interesting, and I was greatly pleased with the bashfulness and yet complete confidence with which the Indian maidens manifested their preferences." What an incentive to first twelves if Canada's fair daughters would revive the fashion! How it would put one on one's mettle to be a crack player!

Where this custom was not in vogue, the players either danced, one party at a time, around their respective goals, as the night previous, and advanced to the middle of the field where they laid or sat down, yelling defiance at each other. At a signal from the game director they sprang to their feet and held their sticks over their heads, facing, and gradually approaching until they were within a yard of each other. Upon another signal they laid their sticks down at their feet, and the sides were counted. When the game was for mere pleasure, the men could choose the sides upon which they would play. The game director now delivered a long speech, urging the players to energy and fair-play; they then dis-

persed and every man took his own position. The old chiefs seated themselves on the ground with ten small sticks, with which they kept the score of games; pulling all out when they got to "eleven," and replacing one to count ten. Matches consisted sometimes of ten, twenty and one hundred games, and often lasted two or three days.

THE GAME.

The game generally began at nine o'clock in the morning. The Indians had different ways of inaugurating it, and never seemed to have "faced" as at present. Sometimes the ball was laid on the ground in the centre of the field, and at a signal from the game director, a general rush was made towards it, amid a glorious clatter and scramble,—the best man at a hundred yards generally picking it up, and making off with it like a deer followed by the hounds. The most common way, however, was to throw it high into the air in the centre of the field, which altered the appearance of this part of the game, as the players reached the centre before the ball fell, and leaped at it *en masse* to catch or strike it away. Sometimes it was caught by one player between his

two spooney sticks. Charlevoix says the Algonquins in Canada tried to keep the ball from touching the ground during the progress of the game, and that if a player missed a catch, the game was lost for his side unless he could send it to goal in one throw. It was never allowable to pick it up from the ground with the hand, but it was customary to use the hand in tapping or blocking it away from the body.

The wildness of the old game is graphically sketched by Catlin (who saw it played by 600, 800 and 1000 Choctaws and others, at a time), Basil Hall, Sir James Stewart, Lanman and others. The players would trip and throw each other, and sometimes as occasion offered, take flying leaps over the heads of stooping opponents, or dart between their extended legs. "In these struggles," says Catlin, "every mode is used that can be devised to oppose the progress of the foremost who is likely to get the ball, and these obstructions often meet desperate individual resistance, which terminate in violent scuffling, and *sometimes fisticuffs!*—when their sticks were dropped and the parties are unmolested while settling it between themselves, unless it be by a general stampede to which they are

subject who are down, if the ball happens to pass in their direction." "There are times," he adds, "when the ball gets to the ground, when there is a confused mass of balls, sticks, shins and bloody noses." When the ball fell among the spectators, the players leaped into them like a whirlwind, with as little regard for their safety as their own, and there was a well known art among the spectators of saving oneself from much tumbling and contusion by embracing the nearest tree and holding on like grim death until the rush of players had passed. It seemed as if they were bent upon dislocating or breaking every bone of their bodies; they tumbled and dragged and did everything rough in pursuit of the little deer-skin ball. One remarkable feature of the old game was the magnificent leaps which the players indulged in, either for show or to grasp the ball in the air. "At one time," says Lanman, "the whole crowd of players would rush together in the most desperate and fearful manner, presenting, as they struggled for the ball, the appearance of a dozen gladiators, striving to overcome a monster serpent; and then again, as one man would secure the ball and start for the boundary of his opponent,

the races which ensued were very beautiful and exciting."

Basil Hall's description of the old game, as played by the Creeks, is so well delineated that we cannot do better than give an extract from his travels :—

" One of the chiefs, having advanced to the centre of the area, cast the ball high in the air. As it fell, between twenty and thirty of the players rushed forward, and leaping several feet off the ground, tried to strike it. The multiplicity of blows, acting in different directions, had the effect of bringing the ball to the ground, where a fine scramble took place, and a glorious clatter of sticks mingled with the cries of the savages. At length, an Indian, more expert than the others, contrived to nip the ball between the ends of his two sticks, and having managed to fork it out, ran off with it like a deer, with his arms raised over his head, pursued by a whole party engaged in the first struggle. The fortunate youth was, of course, intercepted in his progress twenty different times by his antagonists, who shot like hawks across his flight from all parts of the field, to knock the prize out of his grasp, or to trip him up—in short by any means to prevent his throwing it

through the opening between the boughs at the end of the play-ground. Whenever this grand purpose of the game was accomplished, the successful party announced their right to count one by a fierce yell of triumph, which seemed to pierce the very depths of the wilderness. It was sometimes highly amusing to see the way in which the Indian, who got hold of the ball, contrived to elude his pursuers. It was not to be supposed he was allowed to proceed straight to the goal or wicket, or even to get near it; but on the contrary, he was obliged in most cases to make a circuit of many hundred yards amongst the trees, with thirty or forty swift-footed fellows stretching after or athwart him, with their fantastic tiger's tails streaming behind them, and he, in like manner, at full speed, and holding his stick as high over his head as possible, sometimes ducking to avoid a blow, or leaping to escape a trip, sometimes doubling like a hare, and sometimes tumbling at full length or breaking his shins on a fallen tree, but seldom losing hold of his treasure without a severe struggle. These parts of the game were exciting in the highest degree, and it almost made the spectators breathless to look at them."

Catlin would ride 30 miles on horseback to witness a game, and he says he has almost dropped from his horse's back with irresistible laughter at the succession of droll tricks and kicks and scuffles which ensue in the almost superhuman struggles for the ball. Carver saw it played by Indians, whom he says played with such vehemence that broken bones were no rarity, "but not withstanding, there never appears to be any spite, or wanton exertions of strength to affect them; *nor do disputes ever happen between the parties.*"

A few concluding extracts will prove the same remarkable interest in the old as in the present game. Catlin, writing of a match he saw, says: "I pronounce such a scene, with its hundreds of nature's most beautiful models denuded, and painted various colors, running and leaping in the air in all of the most enlivening and varied forms, in desperate struggles for the ball, a school for painter or sculptor equal to any of those which ever inspired the hand of an artist in the Olympian games or Roman forum."

Lanman, among the Sioux, says: "The Olympic beauty of this game is beyond all praise. It calls

into active exercise every muscle of the human frame, and brings into bold relief the supple and athletic forms of the best built people in the world. At one time a figure will rivet your attention, similar to the Apollo Belvidere, and another, you will actually be startled by the surpassing eloquence of a Mercury." The game was played in the United States occasionally some years ago by several of the most numerous tribes, who used the original stick and generally the one pole goal, but a combination of circumstances has almost obliterated it as an Indian recreation in that free Republic where Indians and negroes have not exactly paradisiacal times.

Mr. Radiger tells me he has both seen it played and participated in the game with the Objiway half-breeds of the Garden River Indian Reserve, Sault River. They use the original round hoop stick, and use only one. Their goal is a single pole, eight feet high and two inches in diameter, and must be struck to decide the game. They begin the game after the primitive manner, of placing the stick on the ground in front of them, and the ball is thrown up in the air. "They do very little dodging," writes our friend, "except when they get near to

the goal, when they *do wriggle considerably*." The Lac La Pluie Indians, 225 miles west of Lake Superior, occasionally hold their grand fetes and medicine ceremonies near Fort Francis, at which 6,000 natives assemble. In the report on the Exploration of the country between Lake Superior and the Red River settlement, it is stated, that the Indians " do not scruple to jump over the fences and run through the ground crops if their ball in the game of ——— is driven in that direction." The blank may be interpreted " Lacrosse." The game is also played at the different establishments of the Hudson Bay Company in Rupert's Land, &c, by the savage tribes of Lower Winnipeg. Several hundreds played before Fort Garry, the capital of the Red River country, a couple of years ago. The Rocky Mountain Indians still play and use the original stick.

On the Saskatchewan, the Prairie, Crees, Blackfeet and Assinniboines still celebrate their returns from the buffalo hunt by grand contests of the original game.

When Charlevoix and his party were ascending the St. Lawrence at some point between Quebec and

Three Rivers, they saw the game, which Charlevoix calls "le jeu de la crosse," played by the Algonquins, who used the present stick.

The Hurons at Loretto, below Quebec, played extensively about fifty years ago, using the present stick and a ball of worsted, covered with deer-skin. Their goals were lines drawn at both ends of the field, and game was decided by throwing across either line. The sport was very rough and tumble. Latterly this remnant of the great Huron tribe have entirely neglected their glorious pastime.

CHAPTER III.

GENERAL CHARACTER OF THE PRESENT GAME.

Though sports are transmitted from one generation to another, they usually change their general character, as they do their names, yet seldom lose their most prominent features. When civilization tamed the manners and habits of the Indian, it reflected its modifying influence upon his amusements, and thus was Lacrosse gradually divested of its radical rudeness and brought to a more sober sport—though to call the game in any measure a sober recreation may be bordering on the sarcastic. Only a savage people could, would or should play the old game ; only such constitutions, such wind and endurance could stand its violence. The present game, improved and reduced to rule by the whites, employs the greatest combination of physical and mental activity white men can sustain in recreation,

and is as much superior to the original as civilization is to barbarism, base ball to its old English parent of rounders, or a pretty Canadian girl to any uncultivated squaw.

The aim of Lacrosse is so evident and simple that a child looker-on can intuitively understand it. It has no elaborate nomenclature to make it puzzling; its science and beauty need but eyes for discovery. The players are divided into two equal sides; each has a goal to defend and one to attack; certain men are posted in certain positions; the ball is placed midway on the field and faced for by the centres. The object of both sides is to put the ball through the goal of the opponent and prevent him getting it through theirs; and all the running, throwing and endless variety of play tends to that end. One objection to some field games is the intricate mystery surrounding the best parts of the exercise; and however much we admire the fine play we intuitively understand, it is disagreeable to know that there is a vast deal hidden, because of our theoretical and practical ignorance. A field game ought to be a literal sport: if it is encompassed by too much conventionality—if too much science makes it tedious

and exclusive, wherein lies its literal recreation ? The most of men have no sympathy with field games that can only interest when crack players make them lively. If they are to be hard study, don't call them sports ; if sports, then get out of them all possible recreation.

It is not generally the custom of Anglo-Saxons to depreciate a game because it is likely to become more popular than their particular favorite ; but Lacrosse has been one of the best-abused in the catalogue of recreations. It would seem a pity if the race of grumblers met with even a sport to please them. Lacrosse, however, survived in spite of disparagement ; and its unparalleled spread within the last two years is the best proof of its suitableness and attraction. A game that can persuade over two hundred of the youth of a single Canadian city to rise at half-past five, three or four mornings all through the summer weeks, when all other games put together cannot muster a corporal's guard ; and that can regularly attract thousands of spectators when the exhibition of other games fails to pay expenses, needs no eulogy ; it speaks for itself. Lacrosse has its failings, but so has every game ;

but for what the object of all such sports should be —that is, the healthy, active exercise of every part of the body, unintermittent amusement, infinite variety, and science enough to stimulate young players to keep at it till they learn, and old ones not to give it up—what other game compares to Lacrosse ?

It has the merit, too, of being a cheap game, in which all can participate without much outlay. It is not exclusive ; every player has his innings, so to speak, at the same time, and no one monopolizes the best part because he happens to be an extra good player. Good players cannot be kept down, nor sent off fagging for others ; they rise to the surface as surely as cork on water. There are none of the debasing accompaniments, the bar-room associations of other games ; there is no beastly snobbishness about it. There is nothing missed by being late at practice ; the game is always alive, and there is always an opening for late comers. A game can be played in a short time, and as much exercise got in half an hour as will do for a day. With a crosse and a ball any one can practice alone ; any boy can amuse himself all day.

A contributor to Chambers Journal, in December, 1862, under the heading of "A Rival to Cricket," makes free use of my little *brochure* of 1860, often word for word, without acknowledgment. I freely forgive him the plagiarism for thus discoursing: "As a game, I rank Lacrosse far above cricket or golf. It does not require attendants and special ground, like golf, and it boasts more unintermittent amusement and more simultaneous competition than cricket. The materials, too, are cheaper, and you require no 'hog-in-armour' costume. It is more varied, more ingenious, more subtle than cricket, and, above all, it can be played in all seasons of the year without danger, expense or preparation. No marquees required, no grass rolling, no expensive bats or balls, no spiked shoes, and no padded leggings to preserve you from the cannon shots of fast bowlers, who seem determined to maim or lame somebody; above all, there is not that tiresome and wearisome waiting for the innings. The whole twenty-four (or field) have their innings simultaneously, and have both an equal chance and an equal certainty of amusement and employment; while in cricket a beginner gets, perhaps, ten strokes

at a ball, and that is all in the whole game. I admit the pleasure of the good swipe in cricket, the excitement of the runs, the delight of blocking a treacherous slow ball, the rapture of catching out a good player, and the feverish anxiety of a close-run game, but still I hold that cricket cannot hold a candle to Lacrosse for variety, ingenuity and interest."

"It was marvellous to see, as the ball for the first flew up in the air, those statues spring into life instantly. The field was dotted with groups of struggling figures, now running into jostling knots, now fanning out in swift lines like skirmishers before a grand army. Every now and then there would break away from the rest some sinewy, subtle runner, who, winding and twisting like a serpent, would dash between the eager ranks of his rivals, avoiding every blow, now stooping, now leaping, now turning, quick as a greyhound and artful as a fox; and then, as the ball was shot between the crimson flags of the Montreal men, the Indians would give a war-yell that echoed again."

Lacrosse is always fresh and lively, and sustains its attractiveness from beginning to end. No player has either time or inclination to sit on his heels and

yawn; there is none of that serious work and gloomy pleasure which is the bane of some field games, and which some players try to counteract by light gymnastics, or feats which have nothing to do with the game. It unbends the mind better than any other sport, because of the ubiquity of the ball; it is more like genuine recreation, and is a holiday to the blood to play, and a half-holiday to look on.

One grand element in Lacrosse is its native attraction and amusement to spectators—and how soon it converts them into players! The indefatigable running and fascinating contests between opponents wherever the ball goes; the excitement of dodging and of battles around the goals, are watched with breathless interest, while the frequent sudden upsets and somersaults would make even a Plato laugh, and the moroseness of an Antisthenes take flight for ever. Any one who has taken the trouble to study the faces of spectators at a match may have seen in their expression an index of the character of the game. Gouty old gentlemen forget their big toes in the excitement of watching a struggle for the ball; the faces of crusty bachelors soften into the old smiles of their youth, while low

grumbling laughter, as if afraid to come up, begins to shake them in epigastric regions, and gradually expanding into hearty haw-haws, gives them a permanent and happy cure. Prudes forget their primness; snobs their propriety; old women fearlessly expose themselves to dismantling; young ladies to the demolishment of crinoline and waterfall; small boys to the imminent fracture of limbs; dogs will rush frantically over the field and after the ball, exposed to annihilation, while cheers rend the air at good play, and an epidemic of laughter seizes the crowd at the ridiculous incidents and misfortunes of unlucky men. It seems very pardonable to enjoy the laughable shipwreck of some overweening dodger and his excited checker, who make battering rams of their bodies, and send dodger, checker, crosses and ball all in a heap. It helps the circulation of the blood even to watch the varied changes on the field as the ball flies through the air, and twenty-four or more active fellows are alive to its career. The lively and graceful attitudes, the skilful manœuvring of body, and the scientific handling of the crosse; the little spirts and leaps—often pretty enough to be affected; the twists and turnings, rallies and

charges, make a beautiful combination of play; while the eye can sometimes hardly follow the skilful feats and incidents which occur in such quick succession. How determinedly, how earnestly they work; how they put their hearts into the pleasure, and even enjoy their own misfortunes; letting out the most demonstrative proof of sound lung and limb ever developed by field game, and realizing something of the rush and thrill of a genuine battle. Nature may send born poets into the world, but she never sends Lacrosse players; at least, not in any white community. There is nothing more amusing to a good player than to watch the first attempts of a tyro, with a crosse and a ball. There it lies on the ground before him; nothing seems simpler than to pick it up. He makes a frantic dash with his stick lowered, but the ball makes a retrograde movement, and the more he pokes at it, the more it seems to evade him. By and bye he learns to take it cool; there is another plunge and a scoop, and he has it; and now the mischief of the thing is to carry it. If he holds his crosse out at arm's length, it persists in rolling off; if he attempts to throw to any point, it will go straight up over

his head, or to the very point where he least expected. He sees a dodger passing checks in succession, and it seems easy enough ; checking not so very hard ; goal-keeping simplicity itself. His entire existence for the first few hours is one of inglorious mishaps and disappointments ; but soon the ball is carried with ease, and thrown with accuracy ; the sprawling nervous tips and swipes in final desperation give place to grace and facility, and the novice enjoys something of the astonishment of a young Newfoundland dog thrown into the water for the first time, who, trying to walk, discovers he can swim.

If it is a worthy thing to be a player at all, it is well worth while being a good one. When the novice has learned to pick up and master the ball, to throw, catch, check, dodge and field properly, he will find he needs something more to get on "the first twelve." To play well he must be able to keep it up ; to stand the exertion in the game he must live temperately, and abstain from all "hot and rebellious liquors." To be a good player, too, he must learn to control temper under the most trying provocations, cultivate courage, self-reliance, perse-

verance ; and, above all, learn by heart and practise in conscience that beautiful verse of Thackeray's—

> "Who misses or who wins the prize,
> Go, lose or conquer as you can,
> But if you fail, or if you rise,
> Be each, pray God, a gentleman."

The best players are early risers. No sluggish snoozing after five or six, but up while "silken dailliance in the wardrobe lies," and out in the blue unclouded morning, on a fresh green meadow, where one's blood is set a boil, and put into such healthy circulation that appetites are made ravenous for breakfast. A grand tonic it is, too, which bestows a clear head and a fresh heart, and makes one feel as if he had stolen a march upon time, and was prepared to tackle to business, after the fashion of Monckton Milne's men of old who

> "Went about their gravest tasks
> Like noble boys at play."

Lacrosse dislikes fellows who "spree," who make syphons of their œsophagi, and who cannot make better use of their leisure than to suck mint juleps through straws. It dislikes immaculate snobs, or snobs of any kind, who are allowed to live to show

what an absurd donkey excessive conceit can make a man. It has no sympathy with grumpy, selfish brutes, whose science consists in swiping, and who think more of their individual performance than the honor of the game. Neither has it affinity for those model specimens of propriety who think a young man is on the road to perdition unless he is always reading good books, and making himself a bore to his friends by stale, hypocritical moral conversation—those nice young men in black broadcloth who never can take a joke, and who prefer draughts with other nice young men to healthy Lacrosse. The game of Lacrosse dislikes all hypocrisy, unnaturalness, and assumption, and it is the very thing to knock all such out of a man. By the shade of Tullock-chish-ko,* it is a glorious game!

Take those whining schoolboys who "creep unwillingly to school," give them crosses, encourage them to go into it, rough-and-tumble if they will until they learn better play, and the sapling will shoot into finer plant, and the lessons come easier and stay longer. Lacrosse quickens and brightens

* The greatest player among the Choctaws of old.

the mind. The close quarters in struggling for the ball, the contests of strength and agility, will bring out dormant energies in boys, develop their pluck and manliness, give them self-confidence, and, like Nelson when a boy, they will forget or never know the meaning of fear. Cerberus may come down ever so cruelly on upturned palm, but the lads will not cry: what care they for taws or tanning when they have run the gauntlet of a dozen whirling crosses, and each one of them, like the English after Agincourt, can

> "Strip his sleeve, and show his scars,
> And say—These wounds I had on Crispin's day."

And here Shakspere brings us to the "moving accidents" in the game. It was once a part of the players creed to believe in unpitying roughness, and the best men were noted for maiming others and following the ball in a raiding fashion, "seeking whom they might devour." That was in the days of no government, when clubs were seriously considering the propriety of attaching surgeons, and purchasing club ambulances. Happily this is changing, though not yet complete. The laws forbid spiked soles which might pierce the feet of an anta-

gonist, deliberate tripping or striking each other, holding or grasping a player or his crosse. There is nothing in the game as severe as the "mauling, hacking, and tripping" of the Rugby game of foot-ball, or the maiming from cricket or racket balls. Who has not seen every part of the anatomy maimed by cricket and base ball, and eyes gouged out by racket balls. The worst accident yet known from Lacrosse was the fracture of the radius of an arm by a fall. No one was ever maimed for life, though it is hard to go earnestly into the game and entirely escape some slight skin cuts and scratches. Many players have their own blood upon their heads by persistent attempts to dodge when they cannot dodge; but after all no game is worth a fig if it has not some spice of danger.

What boots it to any one else if those who are hurt do not complain? Do Lacrosse players enjoy their mishaps, as foxes, they say, enjoy being hunted? It would seem so. Before the formation of laws by the Montreal Club in 1867, the game was destitute of regulations, saving the impromptu rules made upon the field, and broken at the first opportunity. Now it has a code which has regulated and systema-

tized it from beginning to end, quietly settled old causes of dissension, and opened a field for development which was previously hidden by rough play. It is true there are some men always on the *qui vive* for offence, who will dog their opponents and hit their heads oftener than their crosse ; one may never expect fair play or good manners from them. A few such players counteract all the good intentions of the laws, and originate the only faults that can be found in the game.

One objection to Lacrosse—hardly ever made, though, by players—is the great exertion required. It is a common perversion of the game to be made violent by unscientific and young players. They make vehement what they cannot make scientific. But the fierce exertion is fast becoming traditional, and it is a question if the present game is more fatiguing than foot-ball, or half as trying and dangerous as a stiff boat-race. Hard work, however, is no disparagement. It is a fact that Her Majesty's subjects, wherever they are to be found, are fonder of real hard work in their amusements than any other people. It is this inherent quality which makes them the best average cricketers, rowers, boxers, and

fox hunters in the world, and the most adventurous travellers. The Alps have been climbed by more Britons than all the other nationalities put together; a Briton penetrated to the North Pole, too far to survive; another, despite of peremptory mandates, ventured into African mazes and Chinese sanctums, and had his bowels let out for reward. A Frenchman, looking on at a game of cricket, said he would rather fight than play it; and some nations cannot understand the spirit of adventure of the Anglo-Saxon race. In Canada the same love of adventure and hard work is evinced in snow-shoeing, toboganing, and Lacrosse, as well as those imported sports which are not indigenous to the soil. The Montreal fox hunt has a stiffer country to ride over than any in Europe. Canadians gave the All-England Eleven the hardest tug this side of the Atlantic; Canadian oarsmen are probably equal to any in the world. It is this love of hard work which helps to make Lacrosse popular. *Labor ipse voluptas.* There is somewhat of an illusion, however, among spectators at a Lacrosse match. They see an excitable wavering game; the real play is not confined to any limit—it is far from Quakerish. They see twenty-four men

on the alert for the ubiquitous ball—here and there they move out and in, while some run as fast as their legs can carry them. The ball flies through the air from one point to another; there are innumerable close contests and hard struggles in attack and defence, all of which appear in quick succession. From the red flags to the blue, the men are full of life—not one is useless—the grass has no time to grow where they run—and the result is an apparent amount of intense exertion, which the spectators invariably magnify.

Pity it is that gunpowder should rob us of such glorious fights as Hastings and Naseby, and, as Don Quixote laments, give men now no chance for individual valor; for what grand training Lacrosse would have been for sword and battle-axe encounter—for splitting helmet from crown to chin—for storming redoubts without fear of flying shot or shell; in fact, for hand to hand conflict. Confound the man who first invented breech-loaders! Are those splendid bayonet charges of the "thin red line" to become traditionary because any scarecrow can lie on his belly and pop a dozen bullets at it in the same time as he used to fire one? But a truce to war

and weapons ; this sounds bloodthirsty, and Lacrosse is a recreation, though it may be, too, as all such sports are, a peace preparation for war, if needs be. A valuable addition to education in Canadian schools is the systematic instruction in the use of the rifle and gymnastics. Nothing better brings out the mental as well as physical mettle of boys. The story of a certain Duke who, looking on at the boys playing at Eton, said, " It was there the battle of Waterloo was won," is familiar to every one.

To come back to the game. Lacrosse as a beneficial exercise has no superior. It combines the benefits of several. It brings into operation at one time more muscles than any other game, and equalizes the exercise over the entire system. Biceps and chest, trained by boxing, are developed at the expense of other muscles and parts left in repose, and the object of exercise is frustrated, that is, the symmetrical development from head to toe, brain as well as muscle. Lacrosse stimulates nutrition, invigorates and equalizes the circulation, quickens and frees the function of respiration, strengthens the appetite and digestion, and purifies the blood. Its sociability calls forth a nervous stimulus which acts

enticingly on the muscles; and, in accordance with the truest physiological rules of exercise, it has its origin in, and is kept up by, an active mental stimulant, involving a healthy variety of movement which may be proportioned to any age or constitution. It educates the body to speed and agility, and gives one a feeling of freshness and lightness, the true sign of good health. Galen says games of ball cure low spirits, "be it with hand or racket."

Does Lacrosse not do any service for mind as well as body? Certainly it does. It knocks timidity and nonsense out of a young man, training him to temperance, confidence, and pluck; teaches him to govern his temper if he has too much, or rouses it healthily if he has too little. It shames grumpiness out of him, schools his vanity, and makes him a man. It develops judgment and calculation, promptness and decision; destroys conventionality, and creates a sort of freemasonry which draws men of the same tastes and sympathies together. It has one result, too, which the good Dr. Arnold, of Rugby, foresaw in such healthy exercises when he made them part of his system of instruction, viz., a mingling of Greek with Christian education, "in which the body should

become the strong instrument of the trained mind and free heart, open to every pure, high, and heroic feeling." Its moral influence is beyond dispute.

SCIENCE AND DEVELOPMENT.

There are a few disparagers of Lacrosse who refuse it fealty, because, as they assert, "there is no science in it," though they fail to remember that it is as yet in its infancy among the only men—the whites—who can develop its science, and that it has only recently been brought under the restraint of standard laws, which materially check the old rough-and-tumble play. It takes more than one season to make a good Lacrosse player as well as a cricketer; and when we study to practise on the principles maturing, there will be just enough of science in the game to make it popular, and not too much to make it a bore.

What is "Science" as implied in a sport? The wrestling and leaping of hounds at play is not science. A cat can spring with more nimbleness than a Lacrosse player, and a young setter will get at a ball on the ground with his fore-paws or his teeth, however quick it may be tipped or frisked with a crosse —but that is not science. Science in a sport implies

training and education of the intellect, a high use of the reasoning faculty, and a capacity to experiment and improve, and impart principles of knowledge to another. It can only be a human prerogative. The difference between it and art is, that science is a collection of the general principles or leading precepts; art is the skill that applies them. "A principle in science is a rule of art." The theory of Lacrosse is its science—the practice is its art.

The science of a sport is not immutable like that of mathematics. The latter is founded upon a few axioms and definitions, and it is impossible to prove Euclid's propositions to one who disputes the axioms. In a sport, however, contingencies and casual circumstances occur, which lead off from some theories into new ones, and such science can never be unalterable and certain.

Is the art of Lacrosse based on a science? Not entirely so, not as much so as cricket; but that there is science in the game is proved by the fact that many throws, dodges, checks, &c., are explained by fixed principles, from which no one can deviate and be successful. The throw of the ball, for instance, unlike that of a die, is not under the doctrine of chance.

All things being equal, the rules given for accurate and long shots, &c., are no probability or surmise. No one undertakes to say that principles can be laid down to govern every movement, every part of play —that cannot be expected in any sport.

Catlin's and other descriptions of the original game differ very much from the present Lacrosse, and the transformation is palpable even to those who cannot play. Old players can recal the game of ten or twelve years ago, or even three years ago, before the establishment of laws, and will acknowledge the improvement of the present game, not only in the destruction of the old principle of brute force and hard running, but in the invention of new and superior modes of practice. Many of the general principles of fielding, methods of dodging, throwing, frisking the ball, &c., were unknown three years ago as a regular art. The game is not played better now because every player trains or is better winded and stronger than the old players, but because it is played on different principles. When the bagged crosse was repudiated, a comparatively new field of development was opened, and a vexatious cause of excessive dispute and dodging removed. The laws of Lacrosse

created new ranges of thought and experiment ; new theories and principles were laid down, and new modes of practice developed, and more method given to any madness in the game.

Science in Lacrosse is brought out by the netting on the stick used, which is not possible in shinty, or games played differently with a different instrument. The various feats with the ball on the crosse are not possible in any other game.

The development of science in Lacrosse, has been brought about, too, by the smallness of the fields, or the short distances from goal to goal; bringing the players to close contests, and necessitating quick feats, and entirely different play from that formerly practised on large fields. The whites have only ever beaten the Indians because they played on smaller fields than the latter are accustomed to ; and there is no doubt but that if the red skins had goals half a mile apart, the whites would seldom, if ever, get a chance to touch the ball. The white game differs from the red, in being restricted by that mark of civilization and trespass, the fence, and by the difference of the constitutions of the two people.

The mistake some white players make, and which

has retarded development, is in trying to imitate the Indian game to the very letter. Now this is simply as absurd as attempting to live as he does. They are differently situated, and the most degenerate have, as a rule, better inherent constitutions than the majority of white men; and if the present generation of them, modified the game from the original to suit their present habits and mode of life, how much more should we, who are inferior to them in wind and endurance, temper it to suit us. A sensible, thoroughly civilized people cannot, and should not, play Lacrosse exactly after the manner of the Indian. The fact that they may beat the pale-face, is more a proof of their superior physical nature, than any evidence of their superior science. They play on their old principle of war, viz.: to have the most men at the critical points of attack and defence, and obey no arrangement of any kind. Every Indian feels that where the ball is, there he should be, and though they do not altogether abandon an instinctive disposition, the glory of Lacrosse to them is in the exciting chases after the ball. The Indian village game was not intellectual enough for the whites, and needed systematizing; but never let this improve-

ment be carried to such extreme as to spoil its extemporaneous peculiarities of fielding, and the general free character, which distinguishes it above all other field games.

However much the game has changed, it cannot change much more and retain its charms. Base-ball perfected rounders; cricket, club-ball; and the laws of Lacrosse supplied the deficiencies existing before they were formed. The game can never change from its present character as it did from its original; it is not desirable that it should. Neither can old methods of play ever become useless, unless the game becomes so revolutionized that it will no longer be the attractive game it is. If old styles of throwing, dodging and checking were ever good, they can never become obsolete; nor can any developments of science ever make a good hard player a nonentity. The metamorphosis of the game was completed when the laws were formed; its general character can undergo little other change, though the methods of play in every department must become more numerous and improved, as knowledge of the game increases.

That Lacrosse can never be as scientific a game

as cricket is freely acknowledged; but that it suffers thereby is not believed. The genuine worth of any physical recreation is in keeping the physical above the mental, for once the mind is paramount to the body, the object of bodily exercise is frustrated.

The science in Lacrosse will be more prominent when rough play is ousted, and men learn to play up to the strict letter of the law. If this science is to be developed, rough brute force play must end; not the hard running, nor the occasional honest shoulder encounters, but the slashing and swiping and wounding *by crosses*.

But supposing it was granted that there is no science in the game—can that make it a whit less popular, or less healthy? How much science is there in boating, independant of strong arms, and are all regattas to be despised? How much is there in snow-shoeing and toboganing—those glorious winter sports of Canada,—and who will dare impugn the moonlight tramps over Mount Royal, or cast the suspicion of a sneer at swift rides down Montmorenci cone?

LACROSSE—THE NATIONAL GAME OF CANADA.

I believe that I was the first to propose the

game of Lacrosse as the national game of Canada in 1859; and a few months preceding the proclamation of Her Majesty, uniting the Provinces of Canada, Nova Scotia and New Brunswick, into one Dominion, a letter headed "Lacrosse—Our National Field Game," published by me in the *Montreal Daily News*, in April, 1867, was printed off and distributed throughout the whole Dominion, and was copied into many of the public papers. A circular giving minute instructions about the game, was afterwards distributed, and over sixty answers received from parties in all parts of Canada, who were afterwards instrumental in organizing clubs. On the day which created the greater part of British America a Dominion, the game of Lacrosse was adopted as the national game, and it was appropriate and auspicious that this should be so. The fact that it was to be the national game, spread throughout the country, and gave it popularity in districts where it had never been seen or heard of before, and where other field sports had been played for years. Suggestive as the spread of the game is of its attractiveness, it must also suggest happy ideas of the patriotism of Young Canada.

It may seem frivolous, at first consideration, to associate this feeling of nationality with a field game, but history proves it to be a strong and important influence. Cricket and curling have their national and nationalizing influences on their respective admirers, and so may Lacrosse. Whatever tends to cultivate this nationality is no frivolous influence, even should it be a boyish sport.

If the Republic of Greece was indebted to the Olympian games; if England has cause to bless the name of cricket, so may Canada be proud of Lacrosse. It has raised a young manhood throughout the Dominion to active, healthy exercise; it has originated a popular feeling in favor of physical exercise. and has, perhaps, done more than anything else to invoke the sentiment of patriotism among young men in Canada; and if this sentiment is desirable abroad, surely it is at home.

CHAPTER IV.

HISTORICAL ASSOCIATIONS OF LACROSSE.

Nothing adds more to the interest manifested in scenery, than its association with remarkable events in the history of the country. Such associations hover over the Plains of Abraham, Chateauguay, Queenstown Heights, and Ridgeway, with a classic reminiscence; sweep away from present view noble cities, and revive the dense forest and the Indian village. Deadly struggles are re-enacted on battle fields where now the clover blooms, and "lowing herds wind slowly o'er the lea." Old chateaux, forts, and windmills bring to mind traditional occurences connected with the Indian and French *regime;* and the pure Indian,—now a nonentity—stalks forth in his degenerate posterity, a subject of curiosity, but a blot on the escutcheon of "pale face" humanity.

The same associations are interwoven with the

original game of Lacrosse, in a most thrilling tragedy of colonial history, which occurred about four months after the signing of the Treaty of Peace at Paris in 1763, between the Sovereigns of England, France and Spain,—we refer to the surprise and massacre of the British garrison of Fort Michillimackinac, by a party of Indian Lacrosse players, during a grand exhibition game before the Fort.

To thoroughly understand the occurrence we must retrace our view to the motives which prompted the massacre,—the prologue, as it were, of the tragedy.

In the contests between England and France for dominion on this continent, the red men of the forest were always found convenient and willing auxiliaries; treacherous and unstable, 'tis true, but faithful in following their instinct for war, on whichever side they fought. When the country was first discovered, the Indian tribes had been at war with each other for unknown years; the arrow and the tomahawk had decimated numerous tribes, and the chief end of the red skins was to develop the instincts of war, and accumulate scalps in preference to the richest furs.

On the 13th of September, 1759, was fought the

battle which sealed the fate of Canada, and though the colony was virtually conquered when Quebec was taken, the French still garrisoned the rest of the country. On the 8th of September, 1760, the Marquis de Vaudreuil, the last of the French governors, signed the capitulation of Canada; and the arrival at Montreal on the same day of the three armies of Sir Jeffrey Amherst, Col. Haviland, and Gen. Murray, consummated the surrender. The western outposts, however, still hoisted the *fleur de lys*, and a provincial officer, Major Robert Rogers, was commissioned by Amherst, on the 12th of September, to ascend the lakes with a body of hunters and backwoodsmen called "Rogers' Rangers," and take possession in the name of the King of England, of Detroit, Michillimackinac, and the other posts included in the capitulation. Rogers coveted the duty assigned him; it suited his mood exactly; and on the 13th he left with 200 men in fifteen whale boats, and was intercepted where now stands the city of Cleveland, Ohio, by Pontiac, the Indian lord of the country. Rogers told him of the capitulation and the object of his expedition, and Pontiac expressed his desire to live at peace with the English, though he

had been a firm ally of the French. As a tangible proof of his sincerity he saved Rogers and his men from an impending onslaught of 400 Detroit Indians. Arriving at Detroit, where the news of the capitulation had preceded him, Rogers demanded its surrender, and "the *fleur de lys* was lowered from the flag-staff, and the cross of St. George rose aloft in its place, while seven hundred Indian warriors, lately the active allies of France, greeted the sight with a burst of triumphant yells," The forts Miami, Ouatanon, Michillimackinac, St. Marie, Green Bay and St. Joseph were next severally surrendered, and the capitulation was complete.

England had now an opportunity of making her dominion permanently secure by a policy of conciliation and probity, but the same blunders of government, the same absolute lawlessness and unrestrained individual liberty to abuse the natives, which hastened the decline of French rule, alienated the favor of the Indian from the English, and deprived them of moral and physical authority.

It must be borne in mind that the chain of forts extending from Lake Michigan to Niagara were built by the French under the pretence that they

were to be used as trading houses, for the mutual interest of the government and the natives. From these forts the Indians derived inestimable advantages. Jesuit missionaries worked themselves into the sympathies of the Indians; French officers and soldiers appeared to assimilate themselves to many of their wild habits, and, like Frontenac, occasionally arrayed themselves in the garb of Indian warriors, and joined in the war dance with that art of accommodation so illustrative of French character. "The French became savages," says Charlevois, "instead of the savages becoming French." French commerce ornamented every wigwam; the mirrors of Paris pleased the vanity while they reflected the features of stately warrior and dark-eyed squaw; yet French power was never relaxed, for while they courted the favor of the natives they showed their might, and while "caressing with one hand held a drawn sword in the other." Indian vanity and love for "presents" was sagaciously fed; the novelties of Europe were lavishly distributed; even guns, ammunition and clothing were given with a generosity which won the heart of the red-skin. A Frenchman might have slept as soundly and securely in

any Indian wigwam as on the softest couch of "la belle France."

With the change of dominion came a change of conduct. No longer were the forts attractive: the Indians were snubbed and abused by the red-coats; their savage conceit and dignity was outraged and contemned. English fur traders cheated them; settlers invaded their best lands, and cut down their forests. "Who goes there?" and a musket at the charge was now the orthodox reception at the forts; conciliation was turned to insult, flattery to repulsion, and the usual "presents" altogether ceased. The difference was not so much a premeditated invention of the government to injure the Indian, as it was a difference in the nature of the new rulers. The English were blunt and stern, because it was their nature; they truckled to no one; asked no favours and gave none. There was an element of diplomacy, however, in the French conduct towards the Indians, which served them better than resort to the logic of the bayonet, and it would have been wiser for British supremacy, and have averted several disasters which followed the defeat of the French, had their conciliatory policy been adopted.

By active misrepresentation the French added fuel to the flame of Indian discontent. The tribes were incited by them to take up arms, under the fear of being exterminated by the English; and were assured that the armies of the King of France, were on their way up the St. Lawrence and Mississippi, to defend and aid them, and, what seemed the most moving argument, to bring them ship loads of "presents." Indeed, we have always thought that there was something of French diplomacy and generalship in the conspiracy which has been named after and attributed to Pontiac. It has always seemed to us as if it was too comprehensive, too methodical, too vast for his conception; and though he was made the responsible instrument of its accomplishment, it exhibits the genius of a master mind in tactics, a flavor of Napoleonic strategy; as if the generalship which failed to preserve the country had conceived a brilliant plan of revenge.

Several plots to destroy the English garrisons between 1761 and 1762 were discovered and frustrated; but at the close of the latter year, was planned the "Conspiracy of Pontiac."

Pontiac was the great high chief of the Ottawas,

and head of the confederacy formed by that tribe, the Ojibways and Pottawattamies. He is represented as of the average height, very dark red complexion, bold and determined expression: and when we remember that the Indian chief had no legal authority over his men; that, though he was followed and acknowledged as leader, there was none of that respect and distinction which exists between the officers and men of an army, we may have some idea of his pre-eminent ability. None of his contemporaries or imitators were equal to him, or ever held such sway. Eighteen nations chose him as their united leader: his individuality was marked; he was Pontiac and no one else. His speeches, if correctly reported,—which we doubt of all Indian speeches,—prove him to have been of a higher sphere of thought than his race has usually produced; but he was as genuine a savage as ever trod the forest, or scalped a skull. There was a contagion in his courage, and his greatness raised the reputation for valor of the tribes who fought with him; but we believe that the influence of the French, and the powers they brought to bear upon him, had much to do in training a character which has been made

so famous in the annals of Indian history and the early associations of Lacrosse.

The war belt of black and purple wampum had been sent to all the nations of the Ohio and its tributaries, the upper lakes, the borders of the river Ottawa, and the mouth of the Mississippi, and with the exception of the Iroquois confederacy—except the Senecas who joined the rest,—all the tribes accepted the invitation and prepared for war. Pontiac held several councils of the warriors; the plans were discussed and decided upon, but nothing was said of the ball-play snare. It would seem as if that portion of the plan was a new ruse decided upon after the failure of the first attempt upon Detroit; as the scheme there tried, and which was frustrated through the revelations of an Ojibway girl, was to obtain admittance to the fort, and during a council meeting, suddenly fall upon and massacre the officers, while the Indians outside would fall upon the garrison. The next afternoon, to calm the apprehensions of the garrison, Pontiac summoned the players of the different tribes to a game of ball, on the common adjacent to the fort; and it is possible that it was this occasion which suggested the

ball-play ruse. On the following morning (9th of May) he sought entrance to the fort for himself and all his warriors, but was refused such a *carte blanche*, though offered a personal admittance. Seeing his designs thus detected, he forgot dissimulation, and with a savage expression on his face, turned and left, while his warriors, yelling like fiends, took immediate revenge by massacring the few English settlers who lived near the fort and its vicinity. Pontiac, however, had no hand in this, as he had crossed the river in a canoe to the Ottawa village, where he gave vent to his threats of vengeance.

A general attack now ensued, and the inmates of the chain of forts had a sleepless time, and a terrible fate in view; but "Britons, you know," said a letter from Detroit, "never shrink. We always appeared gay to spite the rascals."

Passing over the rout of Lieut. Cuyler's detachment, and the capture of Forts Sandusky, St. Joseph, Ouatanon, Miami, Presqu Isle, and the posts of Le Bœuf and Venago, Niagara not having been attacked, and Pittsburgh having been saved by Col. Bradstreet, let us take up the thread of our narrative at

Michillimackinac, the third of the fated garrisons to fall.

The ancient route to Michillimackinac, and the one followed in 1763 by the English fur traders was up the Ottawa, and along a succession of small lakes and rivers; or by Detroit and the lakes of St. Clair and Huron. Some years ago, Parkman made a personal examination of that fort, where, says he, "the stumps of the pickets and the foundations of the houses may still be traced." Michillimackinac—an Algonquin word, signifying the Great Turtle, and applied also to a neighboring island—was one of the three and most important northern posts, founded by the French at an early date, as a military key and a centre for the fur trade from the Mississippi and the North-west. The Jesuits had a mission there in 1671. Early in the spring of 1763, Pontiac had invited the Ojibways of Michillimackinac to join him in the great conspiracy, and they eagerly accepted.

It was impossible that such a grand scheme could mature without detection, but the English officers treated the rumours brought to them by friendly Indians and Canadians, with extraordinary unconcern

and *sang froid.* None of the forts had better warning of the threatening danger than Michillimackinac. A Canadian told Capt. Etherington, the commandant, the whole plan; and Henry the trader, to whose "Travels" we are much indebted for the particulars of the massacre, was personally warned by an Algonquin, named Wawatam. Henry communicated the warning to the commandant, but the latter paid it no regard whatever.

At the time of which we write the fort was occupied by thirty-five men of H. M. 55th and 80th regiments, and other inhabitants to the number of about ninety souls. The Indians at Michillimackinac had more freedom of intercourse with the fort than at any of the other posts. They strolled in and out at leisure, and though challenged after dusk, they were free to enter during the day. On the afternoon previous to the massacre it was full of Ojibways and Ottawas, professing unusual friendship.

The garrison was never more profoundly at peace than on the early morning of the 4th of June, 1763. It was the birthday of King George; and here, in the heart of the forest, the love of country and sovereign was that day to be celebrated: the

soldiers were allowed more freedom than usual, while Indians and a multitude of their squaws and children flocked about the doors and gate.

An invitation of apparent friendliness from the Ojibways was sent to the fort, to witness a grand game of *baggataway*, as Lacrosse was then called, between them and the Sacs, on the plain in front. They had played it very often before among themselves for the amusement of the garrison, but this game was intended to be especially interesting in honor of the day. The gates were opened wide; the soldiers were lying and standing about in groups in undress—the majority without arms. Capt. Etherington and Lieut. Leslie were standing close to the gate,—the latter betting that the Ojibways would win. The cross of St. George floated proudly from the flag-staff, and the little garrison felt that though thousands of miles from home, they could honor the birthday of their king. Indian warriors, French, and a large number of squaws were mixed up in little groups, lying and sitting on the ground near the fort.

The players, nearly naked, and each carrying one of the sticks shown on page 11, separated from

the crowd and spread out over the plain. A single post was planted for goal; and without further ceremony, one of the chiefs advanced to the centre, flung up the ball, and at once retreated. Immediately a wild scene of struggling and confusion ensued, as the little bone of contention was struck at, caught, carried and thrown from one side to the other. Every player yelled at the top of his voice, and with frantic leaps and dashes, chased and fought for the ball, tumbling over each other, kicking, and wrestling with might and main. The spectators roared with laughter; the garrison forgot all else but watching the sport. Several times the ball shot high into the air, and descending fell inside the pickets, much to the delight of the garrison, who then had a near view of the struggle. Gradually the body of players neared the fort, pell-mell after the ball. Suddenly it again soared into the air, and fell near the pickets of the fort, while the players made a rush to the gate, followed by the warriors who were spectators; the war whoop rang over the plain; the ball-sticks were flung away; the squaws threw open their blankets, and the players snatched the tomahawks and other weapons they had concealed

there. Led by Minavavana—a man of fifty years of age, le Grand Sauteur, or Great Ojibway as he was called by the French—they fell upon the defenceless garrison, cutting down the soldiers and traders without mercy. Not a Frenchman, many of whom stood calmly looking on, was touched. Henry, who gives a vivid description of the scene, witnessed the fate of several of his countrymen. "Capt. Etherington and "Lieut. Leslie were seized and led away to the "woods. Lieut. Jamet was instantly killed, and fifteen "rank and file, and a trader named Tracy. They "wounded two, and took the rest of the garrison pri-"soners, five of whom they have since killed. They "made prisoners of all the English traders, and rob-"bed them of everything they had." About twenty men escaped the massacre. While the joy-bells in England rang out in honor of King George, one little band of loyal men in the wilds of America, thus perished in cold blood in the uniform of His Majesty. Fortunately for those taken prisoners, the Ottawas, who were jealous because the Ojibways attacked the fort without asking them to share in the onslaught, took Capt. Etherington, Lieut. Leslie, and eleven men from the latter. They were afterwards

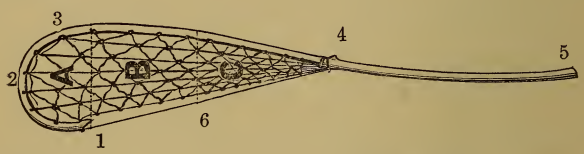
released, and on the 18th of July left L'Arbe Coche, and arrived in Montreal on the 12th of August.

We will not follow the campaigns under Bouquet and Bradstreet to subdue the Indians. Between fighting and treaty making, peace was eventually declared, and the spirit of the red-skin broken.

CHAPTER V.

MATERIALS FOR PLAY—RUNNING AND TRAINING. THE CROSSE, &c.

The Canadian Indians claim to have invented the present Crosse long before Jacques Cartier came to Canada. When the French first saw the game they gave it the name of *La Crosse*, the bat; and it is worthy of note that the use of the present shaped stick seems to have been almost entirely confined to Canada.



1. Tip.
2. Top.
3. Bend.
4. Collar or Peg.
5. Butt.
6. Leading string.

A. Head surface of netting.
B. Centre surface of netting.
C. Lower angle.

The Crosse is made of ash, hickory, rock-elm, or basswood, and, like the other aboriginal constructions, such as the bark canoe, the snow-shoe and

tobogan, was made entirely from the productions of the chase and the forest, until deer-skin became scarce and the Indian domestic,—when the skin of the cow or the horse supplied the material for the netting. An Indian goes into the woods, cuts a load of green boughs, or young trees—which are split in four; bends them, while green, to the required shape around a wooden model, or between two logs, or in a hole, fastens a piece of cat-gut or birch bark from the tip to the collar or peg, to preserve the bend, and lets them season; or if the wood is already seasoned, it is bent by steaming. The Indians prefer hickory because of its strength, but unless it is light, ash or rock elm is better adapted for the purpose. Poor, cheap sticks are a snare: good sticks should be free from knots.

In bending the stick the incurvation of the bend should be regulated either by a wooden model or by the eye. The laws of Lacrosse now limit the width of the widest part to one foot, but nine inches is perhaps more serviceable and convenient for every purpose; though a goal-keeper may take advantage of the outside limit. A slight outward bend should be given to the middle. The part of the top of the

curve which touches the ground in picking up should be shaved or filed off, either previous to or after weaving. There is no restriction upon the length of the stick, but the measurement most likely to suit all parties is from the toe, close into the hollow under either arm. A long stick is better for long and hard throwing, and for general play, providing the player can manage it; but the disadvantage is, that the weight is increased, and that the length impedes ground frisking, and is more exposed to checks in dodging. Goal-keeper, however, should never have a crosse longer than the toe and arm-pit measurement. The circumference of the stick should be about $3\frac{1}{2}$ inches in its thickest part; the back part, which is pierced for the netting, should be shaved flat about a quarter of an inch wide on both sides of the holes. All trimming should be completed before commencing to weave. Care must be taken not to sacrifice strength to appearance. A curve too thin is sure to crack at the holes, and some fine morning collapse. The butt may be bound with waxed cord or chamois, to give a firm grasp, and prevent concussion.

After the stick is bent, and before the string is fastened to retain it in place until seasoned, a hole

should be bored and a peg inserted, or what is, perhaps, better, the stick should be so trimmed as to leave a collar at figure 4, where the length strings are to terminate. The netting should be about twenty-nine inches long. About thirteen holes, two and a half inches apart, are now bored for the length and side strings, about a quarter of an inch from the inside of the wood, and exactly in the centre of the shaved surface. These holes should begin about an inch and a half from the tip, and stop at about nine or ten inches from the collar. The stick is then ready for weaving, after seasoning.

WHICH SIDE OF THE CROSSE TO USE.

Before commencing to weave, decide upon the side of the stick which you will use. Holding it in your right hand, the right side is that which is uppermost when the tip of the curve is to the right. Reverse it, and you bring the tip to the left, and the left side uppermost. There are as many plausible reasons for using the one side as the other. Some maintain that there is less danger of being checked in dodging, and more ease and accuracy in throwing, by using the left side ; but on the other hand, as many maintain

the same advantage for the right. In the carried dodge from right to left, described in Sect. 1 on Dodging, the netting is more exposed to damage from the usual front check; and as this is about the only carried dodge much practised by the Indians, we may attribute to this their general use of the left side of the Crosse. Another good argument in favor of the left side in dodging, is that in the movement from right to left the ball finds a better guard from slipping, as it is close to the stick; while when held on the right side in this movement, it is altogether controlled by the wrist and arm in carrying. Personally we prefer the right side, as we never could make the ball run close to the stick in throwing from the left side. In facing, Centre is obliged to place the right side of the netting against the ball, and it seems awkward that in case of a slip, where the crosse has to be used as in close play, that he should have to reverse his stick or play at a disadvantage. It is more convenient, too, to have the angular ridge suggested for the Centre's crosse, on the side with which he plays. However, many good players who use the left side maintain that they make the ball run close to the wood in throwing; and

the most natural side for each player is the only rule.

WEAVING.

The material used for weaving must be "cat-gut." (See Rule 1, Sec. 1.) Formerly it was customary to use cord, leather thongs, and moccasin strings, and we have seen stay laces, boot laces and tape utilized for the same purpose. The cat-gut, if good, will be transparent after being prepared in a solution of potash and water. It should be cut into straight strips of uniform thickness, and soaked in water for a few minutes before weaving. The longest strings are used first, and the weaving may be commenced by catching at the collar or peg, passing through the tip hole, across to the second hole, down to the collar or peg, up to the third hole, and so on until the length strings are completed. The inter-weaving is then done by continuing sideways, twisting the gut in a half knot as it has to cross any length string. It is much cheaper to buy than to make a crosse, but every player should learn to weave a netting for himself, as the Indian manufacturers make a hide go a long way, and have no conscientious scruples

about sending miserable gut into market. The strongest material we have ever met for the netting, and which may be used alone or interwoven with the regular material, is the clock gut used for clock weights, and which seems to last longer than anything else.

The length strings should be made so tight as to prevent the possibility of the netting *bagging*. The "bag" was instituted by bad players who were fond of dodging, and too lazy or unskilful to learn the art of managing the ball on a flat netting. The difficulty lay in defining a bag, but every player instinctively knows one. There is no such thing in a new crosse; and, to induce players not to bag, it was agreed years ago by the Montreal and Beaver Clubs to use a leading string resting upon the top of the stick.

When the leading string was first proposed it was also suggested to make a certain concavity, below which it would be illegal to bag, thus meeting the baggists half way; but this was clearly seen to be impossible with the pliable substance used for weaving, and the length of surface exposed to alteration by the vicissitudes of play and damp weather. It would be far easier to lay down a rule for the mathematical

exactness of the curve and dimensions of the stick than for the concavity of the netting; because the latter loses its original shape in using, especially when wet, and would not retain any original concavity half an hour. Picture the confusion when several Crosses would bag below a restricted depth after a game had commenced. The men might present a netting perfectly flat, before the Umpires, and, when their backs are turned, let out the length strings and make a bag of any depth. There would be many more disputes on this point, if such a law was made, than there ever can be as the law now stands. No player should own a Crosse suspected of bagging. Prettier and more scientific play is made with a flat surface. The improvements in general play commenced when the old bag was repudiated.

THE GOALS.

Two goals are required. Two flags constitute a goal; colors generally scarlet and blue, sometimes very handsomely worked in gold and embroidery. The flag-poles should have iron spikes about two inches long to sink into the ground. The distance from one goal to the other should be proportioned by

the number of players; two hundred yards is a fair length for twelve players a side.

THE GOAL CREASE

should be distinctly drawn with chalk or the butt of a Crosse.

THE GROUND.

The more level the ground the more pleasant; but one may see Lacrosse played in Montreal in lanes, yards, unmacadamized streets, on hills and in rocky valleys. The fewer the stones and the shorter the grass the better. The ground does not absolutely need rolling or preparation of any kind; but level grounds develop fine play. Lacrosse may be played on ice on skates, or on the snow. The size and nature of the ground changes the character of the game. Men with good wind, who run well, will prefer a long field; but the real science in Lacrosse, and the beauty and skill of close contests, will be sooner developed on a field where the men are often brought near together.

THE BALL.

The circumference of the ball is about half an inch less than a cricket ball, and weighs about four ounces,

less two pennyweights. The weight of balls of the size and quality defined by the laws is nearly always the same. Solid rubber was discarded some years ago as being too heavy. Just before the sun rises, and at dusk, there is a grey misty haze over the ground, and the ball can scarcely be seen in its rapid ærial or terrestrial flight. No goal-keeper can stop balls under such circumstances. Would not white rubber balls be an improvement? A white speck can be easily seen on the ground when black is invisible. Painting a black ball white is only a temporary expedient, as the paint soon wears off.

DRESS OF THE PLAYER.

It has always been the fashion to wear a light dress, and though we would not advocate the nudity of the original players, we think the less and lighter the dress the better. The respective sides in a match should have a distinguishing dress, easily particularized at first glance. Flannel cap, or Havelock—though some say the latter is an impediment to running, and we know in running races boys always pitch away their caps—tight shirt, knickerbockers, woollen stockings, and moccasins, sandals,

light shoes or rubbers, complete the costume. The Montreal and some other Clubs sport pretty jackets, but we disapprove of any covering over a tight fitting shirt. Belts are worn, but we hope some one will introduce instead a light variegated Canadian sash. Gloves are not to be sneered at. Driving gloves, which should protect the wrist from blows, are the best. The palm may be cut out sufficiently to give a good grasp.

RUNNING AND TRAINING.

It would be a weakly game of Lacrosse that would be played by one legged men, as cricket is sometimes indulged in between the one leg'd and one arm'd veterans of Greenwich Hospital. A gouty foot, a rheumatic limb, and even the minor affliction of corns and bunions, are the greatest impediment to Lacrosse players. Though there are desperate men who esteem their legs above brains in the game, it must be admitted that unless a man's lower extremities from hip to heel, and indeed the whole man externally and internally, are in prime condition to dash down a common at the rate of a hundred yards in thirteen seconds, and keep it up at intervals, at

the rate of four or more miles a match, he has little chance of getting on our crack "Twelves," unless his hobby is goal keeping or "home." So much of the success of a player depends upon his legs that they must be in good condition, requiring a special education in the art of sudden leaping and springing, and of suddenly arresting the speed, which the practice of ordinary running does not give. The directions laid down in the various works for position in running cannot apply to a man carrying the ball on a Crosse, checked and impeded by numerous opponents at all points; but the general principles are the same. A good runner is always an acquisition, providing he masters the real art of play, but is too common a delusion to believe, that because one has gained a reputation for pedestrianism or snow-shoe racing, he is peculiarly fitted to make a good Lacrosse player. As well expect a cavalry squad to be able to dismount and master the velocipede.

TRAINING.

Training a "Twelve" has never to our knowledge been systematically applied by any Club, though it is quite as important in Lacrosse as in boating or

cricket. Individual separate training as systematically as laid down in books on the subject, applied to Lacrosse, is not only inconvenient for the large majority of players, but decidedly inadvisable; but every one can avoid excesses of living, eat plain strengthening food, retire and rise early, and exercise sufficiently to develop a fair amount of wind and endurance. For ordinary play, however, absolute tràining is unnecessary, if the man lives anyway reasonably. The nature of Lacrosse is such that it will not permit "first Twelve" men to live immorally. Indulgence in liquor and tobacco tell on the wind and muscle, especially in America. The nut-brown ale of England, home-brewed in inns historical, is a different thing to the bottled trash and barrelled bitterness imported or made and sold in Canada. The less we know of their taste the better. We can only recall to mind one or two instances where players "finished off" after practice by a spree; and they went to the dogs, and would have gone sooner, we dare say, but for their indulgence in a game which occupied and utilized a share of their leisure.

Before a match, players should nurse themselves by temperance and gentle exercise. A night's

dissipation will counteract a fortnight's training, and the finest pace may be killed by a champagne supper.

Apart from individual training to develop and perfect the individual body, we would impress upon "Twelves" the advisability of practical training together, to perfect each other in individual positions, to combine and equalize their action, and to establish mutual confidence. Our theory is that young player should be taught progressively a systematic squad drill, beginning with picking up and mastering the ball on the Crosse, until they know the principles of throwing, catching, checking, &c.; and that the twelve selected to play on a match should all play on one side at practice as much as possible. Let them take gentle trots together of a quarter of a mile to begin with for a few mornings; then dashes of a hundred and two hundred yards as hard as they can go; then longer runs of two or four miles. Let them practice a little the art of bringing up suddenly while at full speed, turning around suddenly and dashing back, turning to either side-face and dashing sideways.

CHAPTER VI.

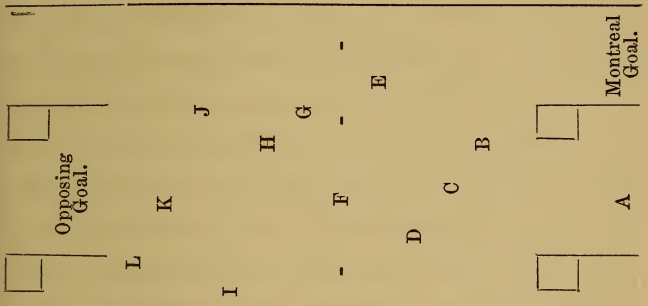
POSTING AND DIRECTING THE PLAYERS.

The men of each side should be posted and directed by the players who tossed up, if they are competent, or by the regular captains. The best way is to have two regularly appointed captains in a club, who always take opposite sides. No one captain can do justice to both sides.

The players most generally take up their positions *sans cérémonie*, but we would suggest the following prelude: After the sides are chosen, and goals selected, each captain draws his men up, facing each other in the centre of the field, and dresses them as companies in line. The men intended for the attack, and those for the defence, should be on the flank nearest to their posts. The two centres, who should be in the centre of the lines, step out and prepare for facing. At the words "take posts" from the senior

captain, the men run to their positions; and when all are in place, the ball is started.

The manner of posting the men at the beginning of a game can have, and needs no absolute rule, as everything depends upon the strength or weakness of the respective sides, the size of the ground, and a variety of seen and unforeseen circumstances. The following diagram illustrates the arrangement generally in favor with the Montreal Club:—



A.—Goal-keeper.	G.—Field.
B.—Point.	H.—Do.
C.—Cover Point.	I.— Do.
D.—Field.	J.— Do.
E.—Field.	K.—Do.
F.—Centre.	L.—Home.

It will be seen that there are seven in favor of the attack, and only five for defence, in anticipation of the ball being taken by the Montreal centre and

passing the defence half of the field. If Centre loses it, the balance of power is preserved by the retreat of one or more of the attack, according to the fluctuations of the game. When there are more than twelve men a-side, the links are nearer: the proportion remaining in favor of the attack. Light, active men are the best for the attack; heavy men for defence. Occasionally this rule may be reversed, but rarely. The most important positions are those of the immediate attack and defence, and, perhaps, Nestor's plan of drawing up troops, might serve to illustrate the tactics for Lacrosse,—the best men first and last, and the weakest in the middle. It is difficult to define or particularize "the best man" in a Lacrosse field, as each one has his forte; but the positions in the attack and defence develop a reliableness of play, which is not always seen in fielding, where the men may expeirment and venture more, without equal risk.

There is no greater delusion in Lacrosse clubs than to suppose, that because a man has made some mark as a player, he is competent to act as captain. There is a combination of mental and physical qualifications required of him, something parallel to those of a good general. His ability to throw to perfection, to check

and dodge, no more qualifies him for a captain, than the most thorough knowledge of drill does a soldier for a commander. Directing the men during the fluctuations of a game is mainly a peculiar mental occupation, and needs something beyond the physical attributes of a player. The principles practised by him in play are no criterion for his conduct as captain. The individual and collective positions of his own men, as well as his opponents, in the various evolutions necessary te attack and defence, require to be constantly watched and checked. A captain must know the name of every player of his side, and their special characteristics. Some men are reliable, others risky, others unfortunate. A captain's tactics must depend greatly upon the temperament of his men. Wellington used deployed lines two deep when he had British troops, but at Waterloo he formed the Hessian infantry in columns. With men who thoroughly understand and practice "tacking," or playing to each other, successful movements may be made which would be disaster with raw or egotistic players.

In playing Indians, it is always best not to be independent, but rather to post the men to check their arrangement, as they dispose themselves without

relation to their white opponents, and are constantly on the move to get away from the vicinity of checks.

The freedom of movement necessary in following the ball, prevents posting the men with the same exactitude as in cricket. The positions hardly ever remain the same one minute; they are altered many times during a match, to push advantages and frustrate attacks.

When the game is hard against a side, its captain may require to change his men by bringing certain players to the defence, and placing others nearer home. It may be necessary to put some certain men in the vicinity of certain opponents; but never allow your men to dog or cling to the heels of an opponent in every step, like a pickpocket, or a Fenian assassin.

When a captain's attack is good, and his side has a marked advantage all through, the fixed points may be more ubiquitous, and fewer men left for the defence. When the opponents change their disposi- by crowding in defence or attack, a good captain may see many opportunities for drawing away some of the points, by a careful and quick extension of his men, when one of his side gets the ball. The men should not be left to themselves in such a predicament.

A captain must put his voice at its most distinct pitch. To order with brevity is important. If a man is seen straying away from a certain opponent towards whom the ball is coming, the captain should call out the name of the man, and follow with the words "check right" or "left," as the case may be. If there is a certainty of a dodger losing the ball, the man's name should be called out, and followed by the words "throw;" defining any particular point or man to be thrown to in as few sharp words as possible. Indeed, a captain's duties in a match are so onerous and important, that he should be a practical player and have a good knowledge of the game all through. We wonder that from the ranks, better men have not arisen to make this a specialty.

The following suggestion for a Club Registrar for matches is submitted here, to form part of a captain's duties, or of a special scorer. We have often wished for some record of our early matches on the green, and we think this Register would not only be of lasting interest to Clubs, but, perhaps, tend to check rough and foul play, when men know that it would permanently chronicle their reprimands.

CLUB versus

Match Played at *Date* 18

	Names of Players.	*Positions.*	*Foul Play Declared.*	
			Against —— Club.	Against —— Club.
1		Goal-Keeper.	1st Game.	1st Game.
2		Point.	2nd do.	2nd do.
3		Cover-Point.	3rd do.	3rd do.
4		Home.	4th do.	4th do.
5		Centre.	5th do.	5th do.
6		Fielder.	SUSPENSIONS.	
7		Do.	Club.	Club.
8		Do.		
9		Do.	UMPIRES.	
10		Do.		
11		Do.	REFEREE.	
12		Do.		

RESULT.	REMARKS.
1st Game won by Time,	
2nd do. do. do	
3rd do. do. do	
4th do. do. do	
5th do. do. do	

CHAPTER VII.

FACING.

The present manner of opening the game of Lacrosse is supposed to have originated soon after the introduction of the present shaped stick, and has no resemblance to the beginning of any other game. There was no chance for skill in the old methods of facing—in the ball laid on the ground or thrown up in the air, and the general rush and scramble. That there is considerable knack and art in taking the ball at present, is proved by the proficiency attained by Centres who practise particularly for this part of early play. A few years ago the Indians oftener had it their own way than now; and when they succeed at all at the present time with our best white facers, it is more by an anticipatory *ruse* than any superior skill. They cannot wait for the sound "play."

The game is commenced as follows: The Centre of each side face each other in the middle of the field, crossing their sticks (as shown in Illustration 1st,) with the ball on the ground between them. At the beginning of the face, the sticks should be almost level with the ground. The illustration represents the second action, when the struggle for the ball has commenced. At the last sound of the words, "Ready—Play," from the senior captain, the men strive to take the ball in the best manner they know how.

The crosse of the Centre should have an angular ridge from near the top of the curve to within a foot of the collar *on the right side*. It should not extend beyond the first of the length strings nearest the wood; and the top of the ridge should be in the centre, or if anything, a little nearest the outside part of the stick. Lay the ball on the ground, place the stick beside it as in facing, and you will see the object of this ridge, and will understand why some novices succeed in taking the ball away every time from older players. If your crosse is flat, or perfectly round at the part where the ridge should be, it will hardly have any catch to hook the ball; but

the ridge is not only a perfect catch for the up and over-take (Sect. 1,) but a guard against slipping, for all methods of facing. It must be gradually bevelled off towards the top of the curve, so as not to interfere with picking up.

Centre should avoid assuming any unnatural position, or kneeling on one knee, as if at the "Ready," to receive cavalry. There can be no absolute rule laid down about position; a man may stand on his head if he likes, providing he finds it his best way; but one rule should guide the Centre, and that is, not to get into a position for facing, which checks or impedes elasticity and spring for completing the face, making the best of an advantage gained, or an opportunity lost.

1*st Position.*—A favorite position of some Centres is to grasp above the collar of the crosse with the right hand, the left hand at the butt. The right leg is advanced, and the right elbow leveraged against the inside of the advanced knee. This is principally used for the up and over-take, and other forcible methods of facing.

2*nd Position.*—The usual Indian style, and the one which we believe infinitely the best adapted to

develope variety and skill, is the contrary position: an inch or two above the collar grasped by the left hand, the butt by the right, the left leg advanced. In both positions the body inclines forward from the hips easily, and ready for instant action.

The objections to position first are, that it is only safer than the other for forcible methods of facing; that it does not allow of as free action and spring as the other; that the butt of the crosse is more likely to interfere with the body; that it takes the right hand from the natural grasp at the butt, which should be avoided as much as possible, and that it actually prevents several methods of facing not much practised, but nevertheless calculated to be as often successful, if not more so, than forcible methods now mostly in vogue. When we see a Centre stand and grasp as in position first, we are almost sure that he intends to take the ball by the up and over or some forcible method; but in the other position, while a Centre can accomplish the up and over, he is in an attitude for others of more variety. However, the best method for any Centre is his most natural or his most successful; though we hope no one will be above giving up an old method if he discovers a better.

The following are the most effective ways of getting the best of it in opening the game; though facing is not learned by study as much as by patient practice:—

1. *Up and Over*—Is primarily a feat of strength, and is done best in the first position. It is comparatively independent of the backward spring used in other methods. The ball is fairly lifted up and over the opponent's crosse by the ridge before described, firmly pressing the crosse against the opposing crosse.

2. *The Indian.*—We call this the Indian to distinguish it as the general favorite of the red-skin. It is partly a feat of strength of arm and trick of crosse. The Centre stands in the second position. The face is done by quickly drawing your crosse towards you and the ball with it, and hooking it from your opponent by the side of the bend; at the same time making a sudden retrograde spring from the left foot. The whole length of the crosse, from the bend to the butt, may be level with the ground, and a rise made when hooking the ball, at the same time turning the handle out to the right to prevent your opponent hooking it. The position in this face may be changed by standing more erect, with the handle of the crosse sloping.

3. *The Tip.*—So called, because the ball is taken with the tip, the Centre standing in position second. At the sound of the last word give the handle of your crosse a strong quick twist outwards from left to right, covering the ball with the top surface of the netting, the tip pointing to the left. The ball is caught close to the wood, and drawn to the right, or between your legs by a strong, quick jerk. In this, as in the succeeding methods of facing, care must be taken to keep the crosse as close to the ball as possible, in every part of the movement.

4. *Reverse Tip*—Is an extension of the Tip, and is done by continuing the twist, strongly pressing the tip to your opponent's crosse to force a space in his netting, until the tip of your crosse is upon the ball, when you tip it to your right. In this movement the crosse is entirely reversed from the original position in facing, the tip pointing downwards and the bend upwards.

5. *Flat Face*—Is done by turning your crosse from right to left, covering the ball with the head or centre surface of the netting, as in the flat check, and drawing it towards you. The stick may be

pushed further forward, and the ball covered with the lower angle previous to the draw.

6. *Back Catch.*—Raise your crosse about two inches from the position assumed before the word "play" is given, and in the same motion turn the bend inwards towards the crosse of your opponent, so as to press in its net work, tip pointing slightly to the right. Press against his crosse, *get the bend on the other side of the ball*, and draw to your right. Always keep the bend on the ball.

7. *Half-wheel Face*—Is done by springing on your left foot as a pivot, making a sort of "left face," at the same time reversing the tip as in No. 4, excepting that the crosse should be almost perpendicular at the termination of the wheel. The ball is taken with the top of the curve, by a tip towards your original rear.

When you purpose taking the ball to your right, the draw or tip must not be as forcible as if to left because then you send it towards your own goal. Centre should quietly tell the near field of his side, the particular direction in which he proposes hooking the ball, in order that the latter can regulate his position accordingly.

There are modifications of every face, and others entirely different from those described. So far, there has been little development in this part of the game, and Centres scarcely ever calculate doing more than forcing the ball from their opponent to an indefinite point, away from their own defence, where it is as likely to be caught by an antagonist as an ally. It may seem unimportant as to which side gets the ball at the start, but if it is dangerous at all during the game, how much more so when the men are fresh? Games won in one or two minutes are nearly always taken this way.

The simplest methods of facing need practice. The more complicated may seem easier to describe than to perform, but we have personally seen methods of facing, and general points of play among the Indians, in their village games, which they never attempt or risk on pale-face grounds. There is more scope for experiment in facing than at first sight seems possible, and the variations here suggested are a few such, which may by practice be made useful, when Centres meet antagonists as well posted in old methods as themselves. There is a spontaniety required in all methods which cannot be made into

axioms. Not only the single draw, or hook, or tip, but anticipating or retrieving slips by double catches, is an important part of the art of facing.

When a ball is taken up with the hand, as in Rules XIII. and XIV., it is usual to face with the nearest opponent, by throwing it straight up in the air; both men striking at it as it descends.

CHAPTER VIII.

THROWING THE BALL.

Nothing in Lacrosse offers more scope for development than the throwing of the ball, and yet nothing has been more neglected in theory and practice. The number of useless and miscalculated shots, the mistakes in timing and speed, are far beyond the aggregate of throws that are successful; and when we consider the games made wild and tedious, and the opportunities lost by bad throwing, it would seem to call for reform and systematic improvement. For years we have endeavoured, in conjunction with others, to impress upon our brotherhood the value of practising throwing, especially into each other's crosses; but men resisted what they considered tedious practice compared to the excitement of a game. True enough it is; but so is the training to a gymnast, and the goose-step to a subaltern, but they

lead to perfection. It is a great mistake to suppose you can make good players by an immediate rush into hot games. There is no royal road to Lacrosse any more than to geometry; and though you may pick up what may seem to be a successful style by playing the game, ignorant of its principles, it will no more compare to genuine Lacrosse than sliding on a chip does to toboganing. To assert that you can learn to play as well by intuition as by rule, is to deny that there are first principles in the game, and it would be as useless trying to teach you as trying to prove Euclid's proportions to a man who disputes the axioms. If you feel yourself such an incarnation of genius that you think you know everything about the game, you'll find yourself left behind, and may say *au revoir* to your chances of election on "the first twelve."

There are so few really good throwers in a club that they stand out as exceptions. There are many able to throw to any point from any distance when they have it all their own way; but the essence of good play is to be able to do this in the excitement of having an opponent at your heels; to have more ways than one, and to be able to throw accurately and quickly to any point, from whatever position you

may happen to be in, when circumstances are such that you should not keep the ball. It is common to see men checked, while turning to the only position from which they are habituated to throw. Many players are like the gentleman with a short-lived reputation as a vocalist, who, when called upon to sing, had only in his *repertoire* one verse of "Ye Mariners of England," and the chorus of "Rule Britannia;" their throws are not only limited in number and variety, but those they do know are not known to the perfection they might be.

A ball thrown to a wrong point may do your side real harm, and it will not come back, like a boomerang, to give you another chance to improve. Many throws are poor because the thrower's methods are limited, and attempts are made to adapt some favorite style to all circumstances. At every game you may see this verified in close-quarter throwing. Few players have more than one or two ways of throwing past a checker, or putting the ball into goal. One or two we know have great variety and ingenuity in this respect. While other men waste throws by long shots, they invent and attempt new methods; and from experience we know their

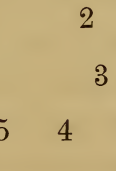
shots at goal to be peculiarly puzzling. A checker gets accustomed to a few orthodox thrown-dodges, and in time intercepts them almost invariably. We do not undervalue old or present methods of throwing, but we think there is great room for improvement, and that new and more effective methods can be invented to supersede them at certain times. We presume, then, that we are agreed—

1. That good throwing is essential to good play.

2. That throwing has not been brought to perfection.

We divide throws into—1, long; 2, medium; 3, short; and the varieties of balls into—1, grounders; 2, straight; 3, curved; 4, hoppers.

The rudimentary practices should be short distances, and one of the best ways of learning to throw accurately and quickly, at the same time learning to catch, is practice in



THE RING.—About seven or eleven men should form a circle, open at intervals of six feet, and gradually increasing the distance until they get to long throwing. The men are numbered 1, 2, 3, and so on, always having an odd number. All face the centre of the circle. No. 1

starts by throwing easily to No. 2, and the ball goes round the ring, every man trying to throw into the crosse of the number succeeding him. After a little of this practice No. 1 throws a curved ball over the head of No. 2 to No. 3; No. 3 throws to No. 5; No. 5 to No. 7; No. 7 to No. 2, and so on. The ring is then gradually enlarged, and the practices varied by different throws and positions. The men may all face to the right, and practice throwing over head to each other. At first the players may look before they throw, but they should practice throwing without seeing their man. All the varieties of throws may be learned in the ring, as well as every method of catching. Several such circles should be formed when the muster is large; and it will be found one of the very best practices for a few men when the muster is too small for a game. At any time it is infinitely of more use, than the common habit of players standing at each end of the field, and making long, high throws. In the ring you not only learn to throw and catch, but you learn to do both instantly. The arrangement of the circle may be varied in many ways. For "setting up" drill nothing can be better.

It is almost impossible to mention the whole variety of throws, as so many modifications are made on the spur of the moment, according to circumstances; but the following will be found prracticable for all cases, and comprise many more than are commonly practised. Special throws should be cultivated as your *forte*. It is well to know every one, but better to know a few to perfection than half learn many. Almost any throw may be varied into the four kinds named above, by altering the general attitude, the manner of holding the crosse, &c.

FRONT THROWS WITH ONE HAND.

As a rule the best and most effective throwing is made with both hands on the crosse; but it is often necessary, and sometimes preferable, to throw with one hand—as, for instance, when so closely checked that you have not time to grasp the stick with the disengaged hand, or when an opportunity offers for a throw into goal which would be lost by the time you would get another grasp. If you want to throw to a man of your side, guard against misjudging the distance, and never attempt it unless

he is at least within forty feet. To make effective front throws with one hand, always grasp the crosse a little above the middle, thumb on top, the better to guide the impetus. This is one of the best.

THROWING OVER THE HEAD OF A CHECKER.

It should be done with a part jerk instead of a full sweep upwards, as less liable to a close check. The latter catches the eye of the checker too well. The ball may either be on the top or centre surface of the netting, and necessarily makes a curved throw, but guard against too great altitude or force. The rules relative to the deflection and curvings of the crosse, are applicable to all throws with one hand.

THROWING INTO GOAL.

Draw back your crosse, or carry it thus as you advance, and make a straight forward thrust, either giving the arm full swing, or jerking the ball off. A modification of this may be made by carrying the crosse at a right angle from the right hip, as seen in Illustration 11th, and making an incurvation towards the point aimed at, by describing a sweeping curve from right to front,

at the same time slightly turning the crosse inwards at the completion of the throw. A strong, steady arm and wrist can have great effect with this throw by altering the deflection and twistings of the crosse, from the beginning to the end of the shot. The ball should be on the lower angle, and run down during the throw. The shot may be either a straight or a grounder, and is generally a twisted ball. An excellent, and undeveloped throw into goal, is made by bringing the crosse quickly around to the rear, and throwing either close past the left leg, or between the legs. It is more puzzling to a goal-keeper, if done smartly, than you would at first suppose, as the ball is hardly seen until it has left the crosse, and the goal-keeper cannot tell whether it will be thrown from the left side, or from between the thrower's legs. It must be done quickly.

Another effective shot—much used by the St. Regis Indians—to goal, may be done by reversing the crosse, turning the side you use, with the ball on it, upside down, by a twist of the wrist, and throwing in and downwards.

We have seen balls put into goal by bringing the crosse around to the rear, and twisting it so as to

throw over the left shoulder, bending the body forward as the throw is completed.

THROWING WITH BOTH HANDS ON THE CROSSE.

Facing Goal.—This is an extension of the one-hand throw, and is sometimes more effective, as the act of changing the grasp puzzles the eye of the keeper; and this is one of the great principles of success in getting balls in. The crosse is grasped by the right hand, as in carrying, and, when within a few feet of the goal-keeper, the left hand grasps about the collar, as the crosse is drawn back to begin the throw. The ball should start from or below the centre surface of the netting; and it will be found that the addition of the left hand greatly helps to increase the strength of pitch, if used as a sort of lever. This manner of throwing has the advantage of concluding with leaving both hands on the crosse, ready for stopping, tipping, or any close play which might be necessary, should the goal-keeper block or cut the ball back. It may often be used to very great advantage to pass a checker on the field, as seen in Illustration 8th; and may be varied from low to high throws, and to the front or either side.

The Throw and Hit.—Used purposely at goal. As you approach goal, throw the ball up a foot in front, and strike it into the flags as it descends, and if you follow the general rule, you will not have the least compunction about striking it into the keeper's face. We would be the last, as goal-keeper, to object to any effort to get the ball in, but reminiscences of a black eye on one occasion, and a damaged *os frontis* on another, constrains us to plead for fellow-victims who may thus possibly be saved maltreatment. It is hardly "play," either, and by no means honorable to practice it. A more reasonable mode would be to try the same principle with a grounder or a straight ball below the hip; letting the ball off the crosse, and hitting it into goal.

From the Shoulder or Head, Facing Goal.—Bring the crosse up to either shoulder, or to the front of the face, with the ball on the lower angle or centre, grasping with both hands, and bring it quickly to the front, jerking or sweeping the ball off. There is no necessity of aiming at goal-keeper's face. This is used a good deal by the St. Regis Indians.

Side Throws.—These are the prettiest and most graceful methods, and are more used than any other,

in throwing to goal or to any part on the field. They comprise every variety of throw, and as a general rule, are the most effective and preferable. The body may be in any convenient position for throwing past the left side, though the most natural, is of course the best. One of the most graceful throws in the game is peculiarly Indian, and was greatly in favor in the early days of the Montreal Club, especially in playing to each other. The right hand grasps the butt as usual, the left the collar or above it. If throwing to one of your side, place the ball on the top surface, and pitch from right to left, either ending by a full sweep, or, as is more customary, a jerk. This may be used either for a straight or curved ball, and in throwing to goal as well as to a fielder.

We fancy we can tell members of the old Montreal Club by this pitch. After their crosse has laid dormant for years, they will take it up, and the first throw will be the parallel side-shot. It is more like the throw from the original stick than any other. Front throws, with one hand, simply require that the ball should be propelled off the crosse as the latter is thrust forward; but the throw we are now describing

requires a twist of the stick from the flat side uppermost, so as to bring the tip up. Without this twist, the ball could not be sent to any distance.

For long swift shots, run the ball down to the lower angle, and put all possible force into the throw from beginning to end. Illustration 5 shows the preparation the instant before pitching, and immediately after a dodge. If the throw is to be high or straight, elevate the crosse at the end; if a grounder, depress it. An excellent series of shots may be made at goal by throwing past the left side close to the left leg, and depressing the crosse so as to bring it perpendicular. If the thrower partially hides his crosse from the goal-keeper until the ball is off, the line of vision will be shorter, and the shot more likely to puzzle.

Over Head.—This is much used by the Indians, and is important in cases where you have not time to use any other to advantage. It is done by picking up the ball in front, and immediately sending it over head; or may be done more coolly when carrying the ball. The head should be turned quickly around, and a glance got at the point to be thrown to; but it is an advantage to be able to throw accurately in

answer to signals without looking. In many instances during the game, this over-head throw will be found useful, especially during close play, when persistently followed by a checker. The ball should start from the top or centre surface; but more accurate shots are made by the former.

Past Right Side.—Some fine shots to goal can be made past the side of the body which corresponds with the arm used to carry the crosse. The right side of the body half faces the point aimed at; the right hand grasps the butt, and the left above the collar. A parallel sweep is then given.

Over Right or Left Shoulder—This throw is often necessary, and is easily made accurate for throwing to any point. May be used for short and long shots, and is identical with the same throw practised in "The Ring."

POSITION OF THE BALL ON THE NETTING PREVIOUS TO THROWING.

It will be conceded, we think, by players who reflect at all upon the theory of Lacrosse, that the most of throws are more effectively delivered when the ball starts from certain parts of the netting. If

you observe good throwers, you will see them manœuvre to get it on a certain part of the crosse just as they are about to throw, and regulate — often unconsciously—velocity, distance and style by this principle. We do not say that there is an exact *focus;* but we know there is almost one.

The velocity of a ball, propelled with the greatest force, is increased in proportion to its nearness to the termination of the lower angle at the start. The secret of hard, swift throwing is to start the ball from the lower angle, as seen in Illustration 5th.

A ball can be thrown farther from the lower angle than from any other part of the crosse.

Long shots can be well guided, if thrown from the lower angle; but medium throws are better guided, as a rule, if thrown from the centre or top surface.

Throws of the same kind may require more or less impulse, according to the point thrown to. A throw to a man of your side, as a rule, requires a different momentum—and consequently a different starting place on the netting—than the same throw to goal. If you make a certain throw to a man, and expect

him to catch it, it is not likely you want to throw in the same way to the goal you are attacking. It is not uncommon to regulate the accuracy and speed of the short shots by a certain guard of the muscles, and a physical control of the wrist and arm; when the fact is, that the position of the ball on the netting is the surer guide.

It may not be generally known, even by old players, that a goal-keeper can easier judge a thrown ball, if it starts from and leaves the same part of the netting, providing, of course, that he sees the beginning and end of the throw. We have proved this a hundred times; and believe the reason is that the ball does not twist the same, and sometimes not at all, when it leaves the spot it starts from, and that the line of vision between the goal-keeper's eye and it, as it originally lies on the stick in the action of beginning the throw, is less unbroken. When a ball is thrown by one hand, at goal, from the top surface, its momentum is less, and it has no netting to roll over, and the eye quicker catches its direction; but if thrown from the centre or lower angle its momentum is correspondingly greater, and the length it rolls, as well

as the speed it gets, makes it a more effective and dangerous shot.

VARIETIES OF SHOTS.

It is well to remember that there are four varieties of balls, all of which are different in their effect, and that they are differently delivered, according as the shot is to a player of your side or to goal.

Straight Balls are those thrown within the height of the flag-poles, and which do not touch the ground *en route*. If swift and accurate, they are very effective at goal, and are absolutely indispensable on the field for short, quick throws. Thrown at the flags, goal-keeper's difficulty of stopping them is increased in ratio as the ball meets his centre, thus:—

1. Below the knee.
2. The knee.
3. The head, or above it.
4. Chest.
5. Stomach.

The latter is the most difficult ball to stop when it shoots within a foot of the goal-keeper's body, to

either side; because, if it is unforeseen and sudden, as most all shots are to goal-keeper, it meets the part of his crosse (the lower angle) which offers the smallest surface for stopping, and, in attempting to block, his arms are cramped. When you get between point and goal-keeper, and have a chance to throw into the flags, prefer a straight throw on a line with the centre of the keeper's body.

Grounders are those thrown along the ground, and are mostly used at goal. May be any speed or distance, and though easier to stop than any others, they are always insinuating and puzzling, especially if thrown from a short distance. They are most effective at dusk, as they cannot be seen quickly when thrown swift.

Hoppers are those which strike the ground in front of goal from a curved throw or grounder, and hop or rise suddenly. All grounders are liable to this on uneven ground. The home men should examine the ground near goal, and if they see a furrow or ridge parallel or opposite, make use of it by throwing swift grounders which will strike them. The theory of hoppers is, that if started as grounders the goal-keeper prepares to receive them

as such; and when they rise, they hop so suddenly that he may not bring up his crosse sufficiently quick to stop them. This fact will make the player cautious about throwing grounders to men of his own side on a rough ground.

Curved Throws are those thrown in a curve, either on the field or at goal. In general field play they are very much used, and have a pretty effect as they rise and fall. They are preferable whenever you cannot throw the ball to a point without the possibility of its being stopped on the way; also when your home men are at the enemy's goal-crease ready to strike them in, and whenever the sun is in goal-keeper's eyes. Slow curvilinear balls dropped into the flags from any distance are harder to judge than any other. The Indians know this; they always throw them when their home is at the goal-crease. This pitching *on* instead of *at* goal has been much overlooked in pale-face play.

SWIFT AND SLOW BALLS.

It is sometimes necessary to throw swift, and sometimes slow. Whenever it is an object to throw

to a man of your side, the sooner the ball gets to him the better; and if a swift throw will facilitate that end better than a slow, by all means throw swift. In throwing to goal, however, we wish to correct a delusion, and that is, that "swift shots are more likely to win games than slow." We have lost more games by the latter, and believe it to be the experience of every goal-keeper, white and red. Slow balls at cricket are harder to time. Most batsmen like fast bowling. If only swift balls took wickets, where would be the bowling fame of George Parr? In goal we find swift shots easier to time and stop than slow, because they do not deviate as much from the original line, and are not as likely to slip. Of course, if a goal-keeper is afraid of them, swift balls will soon knock him end-ways. Curved balls get any speed they may have, from the altitude from which they fall and the distance they were thrown, and their speed cannot be regulated to ensure accuracy.

If either the ball or the netting of the crosse are wet, the throw is easier accelerated, though velocity is mainly regulated by the force put into the

pitch. All swift shots require a tight grasp of the crosse, and a sudden jerking propulsion.

LONG AND HIGH THROWS.

Long throws are more fashionable than advisable, and more pretty than necessary. If men are particular about fielding, and can play into each other's crosses, it is scarcely ever absolutely preferable to make a long shot. It must be a principle in Lacrosse as in war, to never waste your shot; and the tendency of long throwing is to be made the rule, and to destroy confidence in one another. It will be found, too, that men noted for long pitches are apt to neglect short practice, and are deficient in that nice perception which guides the variations of thrown dodges, frisking, &c. However, this is not always so, and long throws are sometimes important, when, for instance, they completely destroy a strong bunching attack. When your goal is crowded, or the enemy have managed to rally more men to the attack than you have for defence, a long, judicious throw checkmates the assault, and gives an advantage to your side, who are stronger where the ball falls, in consequence of the bunching attack of your opponents.

The average long throw with the regulation crosse is about 120 yards, but our crack throwers average 140, and several have thrown from 160 to 190 yards. The pale-face throws farther than the red-skin.

If you must make a long shot, do not make it too high. High throws in Lacrosse are as ineffective as high hits in cricket, and we know the latter make low averages.

Twenty feet high is a good height for general throwing; but it will be remembered, of course, that the same law of gravitation in long shots applies to long throws, and the farther you want to send the ball the greater must be its elevation. It is too common, though, to make high throws for the sake of show and individual applause; and once men go to work to please spectators, without consulting the first principles of scientific play, then all chance of improvement ends.

"The shortest distance between two points is straight out." Apply this rule to every long throw. Supposing you throw to one of your side who has one or two opponents in his vicinity, you evidently want him to get it with impunity. Now, the higher you throw, the more time is lost in the ascent and descent,

and the opponents profit by it, because they see the point aimed at, and reach it as soon, and perhaps sooner, than the ball. It needs no great knowledge of Dynamics to understand, that the higher a ball is thrown, the more its speed is retarded in rising, and accelerated in the fall; and consequently, that accurate calculation as to the time it will take to send it to a given point, cannot be made with the same certainty as if it was thrown straight.

THROWING TO GOAL.

All throws to goal should depend upon the attitude and reputation of the keeper. If he is fearless of swift balls, give him slow, and *vice versa*. If he stands in the exact centre, throw at the side corresponding to the hand which grasps the butt of his stick. For instance, if his right hand is at the butt, throw past his right side, and *vice versa*. The theory of this is, that it cramps the arms and crosse a little more to stop balls, especially grounders and low straights, which come on the same side as that which corresponds to the carrying grasp, as that arm is then partly in the way. If he stands to one side, throw at the side most open. If goal-keeper's

crosse is held as if expecting a curved ball, throw a grounder; if down, expecting a grounder, throw a straight or curved; if held in the position of "ready," make your best and favorite shot.

PRECISION.

To throw with precision should be your aim; not only to throw *about* where one of your men is, but to throw into his crosse; not merely to throw to goal, but to either side, high or low of the keeper. Precision depends upon steady arms and wrists, keen eyes, and a perfect command of the ball on the crosse. The arms and eyes work together. Always take time to aim when possible. Keep a stiff grasp of the stick.

DEFLECTION.

If the wind is strong you must make allowance for deflection, especially in long throws, either by throwing with more force, or more to windward of the point aimed at. You can tell the way the wind blows by the goal flags.

LOOK BEFORE YOU THROW.

The slightest glance at the point to be thrown to is of the greatest importance to make a dead shot.

You may and should be able to throw well without it, but sure shots without it are more the exception than the rule. Looking is almost equivalent to aiming, and whether you aim deliberately or imperceptibly, it materially affects your shot. A practised thrower learns to pitch to a point quickly and with precision, as an old sportsman learns to bring his gun up to his shoulder, and fire with an unconscious aim. The arms and wrists must be educated to obey the eye. As a general thing, you have no chance for slow calculation, and whether you have or not, it is advisable to practise throwing instantaneously. Keep your eye on the point aimed at until the ball has left your crosse, or let it follow the ball the instant it leaves the netting.

TWISTING THE BALL.

Many players deny that the ball can be twisted by pre-meditation. We acknowledge it is the acme of difficulty to do it, but we are convinced that it can be done, though not always. It is sometimes done unknowingly, when throwing to goal. The theory of twisted balls is this: all balls thrown from

a crosse, rotate to a certain extent, but they are more circular than rotatory,—that is, they revolve more around the circle, as when thrown along the ground, then spin on their own axis. The effect of a mere circular spinning ball when blocked by the goal-keeper, is, at the most, to revolve *up or down the length* of the netting; but a rotatory ball twists across the face of the netting, from right to left, or left to right. The result is evident. The width of the netting being much narrower than the length, the ball is more likely to twist off into goal.

You cannot twist grounders in this way. To twist straight and curved balls, requires a knack of the wrists and arms, to give the ball a twist from right to left on the crosse as it is leaving. It should leave the crosse at the bend, or if the throw is short, a little below. The ball should have a ring painted around it, by which you can see the spin. If the ball and crosse are wet, the spin is greater. If a perfect twist could be given to the ball, so that it would spin from right to left, or left to right, when it is blocked, there is no doubt but that "blocking" such shots would be almost as risky as trying to catch them. Here is a chance for invention—how to make the

ball twist on its own axis with certainty; for we do not say we have discovered the correct principle.

DO NOT HESITATE WHEN THROWING.

One of the most important qualifications of a good thrower, is to pitch with as little hesitation as possible. It is aggravating to see a man holding the ball and looking for the best place to throw; and though it is well to pitch to the best place, it is folly waiting until a checker gets so near, that your anticipated throw is spoiled, and the man you proposed throwing to, probably checked while you were waiting. If you decide to throw, get all the opportunity and space you can, and do not risk a check. "There's many a slip," &c.; and if you do slip, and a checker within a few feet, your chances of retrieving it will be much lessened. The necessity for throwing very swift—when the ball is to be thrown to a player not checked, but about to be—would often be avoided by throwing instantly.

THROW GRACEFULLY.

Do not work your whole body as if you intended propelling yourself after the ball, or were griped.

The ball seems to come to goal more suddenly from a thrower who merely uses his arms. The arms are the motive powers of propulsion, though certainly much force can be added by the body. The position in which you throw must be governed by circumstances, such as the chance and room you have, and the point to which you wish to pitch. A man who bends his body much at throwing to goal, gives goal keeper a preparatory warning where the ball is coming. We learned to know the part of the goal at which the ball would likely have to be stopped, by the position some awkward throwers assumed in the first act of pitching.

DANGEROUS THROWING.

Almost any throw may be made dangerous if you like, or do not care. Nearly all old players, and too many new ones, can relate some instance of personal temporary injury from dangerous throws; and there seems something so deliberately wicked in rash methods of throwing, when men know they must hurt some one, that we wonder any player of feeling or honour would use them. No hurt is an accident when you deliberately use the means almost certain

of causing one; and we know no more disagreeable companion on the field, than a player who has a reputation for sending balls at the faces, stomachs, and legs of his rivals. A few general rules and we have done with this chapter. Never empty or *give* the ball into the crosse of another player to throw. When necessary to throw to a man closely checked, pitch a little beyond him, if he is good at a dash. Never touch the ball with your hand, to press it into the leading string before pitching. Above all, have confidence in your side, and remember that the greatest accuracy and skill are of little avail, if you ignore throwing into the crosses of your own men.

CHAPTER IX.

CATCHING, AND CARRYING THE BALL.

CATCHING.—You may be the best catch of a cricketing eleven, or a base ball nine, but to catch a ball on a crosse is quite a different art. I never yet saw it done in the easiest way, by men who handle a crosse for the first time, though every day you may hear theorists talk of its simplicity. It is easy enough to hold your crosse so that a ball thrown to you may fall on the netting, but the difficulty consists in keeping it, especially if your netting conforms to the regulations. It is an antithesis of catching, that nothing is harder at first, and nothing easier when learned.

To catch with a bagged crosse is no art whatever; to catch and play with the netting flat is the perfection of catching, because it makes your play scientific. It was not unusual before laws were

made, to find the best catchers those who had bagged netting, and there were passable players who could not play at all when obliged to use the netting flat. When you find you must resort to bagging, to make you equal with others, you may be convinced you have yet to learn the very elements of good and scientific play. The Indians are celebrated for catching, and yet, observe the paltry net work of their sticks, as a rule, and without the least bag. We remember that at the match before H. R. H. the Prince of Wales, of twenty-five Indians, only one carried a stick which would not have passed the inspection of the Umpires, and yet one special feature of that match was their magnificent catching. Catching, however, has always been their hereditary acomplishment. When the original stick was used they played for hours without missing a catch; Lanman says, "it is sometimes kept from touching the ground for a whole afternoon." Sandford, in his History of the United States, also says, "the ball seldom touches the ground." If you look at the size and shape of the original stick, you will understand the difficulty of such play, and may feel that catching in our game,

with our larger netting, is far from practised to the perfection it might be.

Old custom, and the first laws, allowed touching the ball with the hand, to block or pat it on to the crosse, but in the excitement of the game it degenerated into deliberate catching. The result was that the new laws prohibited any touching of the ball with the hand during play, except when by goal-keeper inside the goal crease, or when it was taken out of a hole to face. The Indians, from the earliest times, were prohibited touching the ball with the hand; and in the village games at Caughnawaga and St. Regis, it is still considered unfair to touch it in any way, and a penalty of "facing" from the spot where the ball was touched is strictly enforced. That permission to touch with the hand developed some beautiful play cannot be doubted, but its tendency was to extremes, and to cause disputes, and its abolition became a necessity. Since the interdiction, catchers have paid more attention to real expertness in handling the crosse, and the art has become more finished.

We take it for granted that you repudiate a

bagged netting; but avoid dry, hard cat-gut, as it not only cracks on bending, but renders your catching unnecessarily difficult. Soft cat-gut deadens the bounce, and enables you to manœuvre the ball with more grace and promptness, than when it is hard.

The simplicity of catching is to catch slow balls thrown from a short distance; the high art is to catch long or short swift balls, especially when you run out to meet them, whether thrown to you or to an opponent: also the variety of quick catches occurring in close quarter play.

Preliminary practice is of the greatest importance, and the best and surest way of learning the rudiments, as well as the high art in catching, is to practise quietly with some one or two players, or even alone. Your very first lesson must be learned alone, and I would suggest the following series:

First — The perpendicular throw and catch; beginning at a low altitude, and increasing as you find you perfect yourself in each successive height. Next throw the ball from different distances and to different points of a high wall or fence, catching as it rebounds. Next, stand alone, and throw upwards

and outwards, so that you will have to make short dashes to catch; next upwards and backwards, so that you will have to turn around and run backwards to catch. Then hold your crosse out at arms' length, right and left alternately, and practise a semi-circular throw, and catch from one side to the other; first, from right, over head to left, and *vice versa*. After you have learned the art alone, and can catch and keep balls, practise in the ring, as described on page 109.

There are many variations of catching, but master the following and any others will naturally be easy:

1. *Descending Balls.*—If you catch a descending ball before it touches the ground you gain an advantage. In a game where every movement of play you make with the ball is liable to check, success often depends upon the advantages gained in seconds.

If the ball is descending from a high perpendicular throw, as if thrown straight up, or if descending in a curve, hold your crosse to the front, right hand at the butt, left above the collar, and when the ball is about two or three feet above the level of your head, make a thrust upwards to meet it,—something

similar to the "high thrust" in the bayonet exercise; and when it is within a few inches let your crosse *sink* before it, imperceptibly slackening, until the ball *rests*, as it were, upon the netting. As soon as this is done continue a slight depression of your crosse to steady the ball, and bring it up in another and successive movement to the usual level at which you carry. The softer the ball drops on the netting, without noise or jar, the more scientific is the catch. To accomplish this is no easy matter.

The fault of many players in catching descending balls, is in holding the crosse too stiff as the ball is near the netting, and *meeting it half way*, the result of which is to cause it to bounce. Another fault is letting the ball touch the netting at too high an altitude, which often prevents the safe completion of the catch. The correct method in the former case is to retreat the netting of your crosse from the ball, as if you did not want, and yet would like to catch it. A good player at any hand-ball catching, never catches a ball flat; his hands move towards it, and retreat just when it is at his finger ends. The same rule applies to catching on a crosse.

The netting should be presented to the ball, as seen in illustration 3, not batted against it, and should receive it on the head or centre surface; never on the lower angle. If a checker is near, let your catch terminate by a curve or sweep of the crosse from his direction, whether he is on your right or left. If in proximity to more than one, make a little leap upwards, and strike the ball away to one of your side, or to a point you can reach before any of your antagonists; or, if possible, frisk it in the air to one side and catch it. You may frisk with the head surface of the netting, at full length of your crosse, sweeping the ball over your head to one side without letting it fall to the ground, and terminating by a sinking and sweeping dodge to secure it. This is one of the prettiest feats of play. Your entire body, from head to toe, must give special action, as well as your crosse, to complete any catch among opponents, so as to evade a check. The mere catch is insufficent without an accompanying agility, which gives grace to your feat and guards your subsequent movements. You may be a master of every point and guard of fencing, but without the proper use of your legs, an agile

amateur might run you through, or escape your deadliest thrust. The rule holds good for effect in Lacrosse.

After the ball strikes the ground.—This is a very simple catch, and is used when you have not confidence for, or miss the preceding, and is sometimes a matter of choice, but often of necessity. Any ball, but a grounder, may be struck to the ground at your front and caught on the rebound. The easiest catch is made on the head surface of the netting, and with one hand grasping the butt. A slight twist from right to left insures the security of the ball. If one or more opponents are near and attempt to catch, you may strike away their sticks before you touch the ball. This applies to all catching.

Grounders.—This is more a combination of picking up and blocking, as in goal, than catching proper, but nearly all grounders rise after blocking and require catching. Block with the head surface of the netting, and as the ball slides up, depress the handle of your stick, and scoop it up by a thrust forward and upward. If the ball is very swift, keep the handle of your crosse well advanced

until you block, then depress it and catch. When running to meet a grounder, guard against it slipping after caught. Whether you should catch at arms' length, or at closer distance, must depend upon your position at the time.

Hoppers.—In the case of hoppers you may either catch immediately, or block first and then catch. If the hop is very swift or sudden, the latter is the safest resort. Especially guard against slipping.

Straight balls—The most difficult to master o all catches, requiring a great deal of confidence and practice, especially if the ball is thrown with any extra velocity. If it comes above the level of your chin, you had better not attempt to catch ; if below, you may do it by quickly drawing up your crosse, to a position something similar to the " low point" in bayonet exercise ; the side of the netting with which you play receiving the ball ; knuckles of left hand which grasps above the collar, uppermost. As the ball strikes the netting give your crosse a slight motion forward to deaden the shot, and a quick curve upwards to secure the ball. This is the neatest and most scientific catch.

The omnipresence of the ball develops various

combinations of catching, which depend for success upon agility of body, as well as perfect at-homeness with the crosse. No one can be a good fielder without a good knowledge of its principles, as the occasions for it in general play are so frequent. Catching is always more difficult when you are running; and the player who can keep a cool head on the field is always the best catch. As you should be able as a dodger, to catch balls thrown past a checker, so should you cultivate the art of catching balls thrown past you, when your position as dodger is reversed. This latter art requires that you should have something of the "tee-totum" in your legs, and an eye quick as an eagle's.

The sinking and rising movement in catching is of absolute importance to sure effective play. It perfects any catch, better secures the ball, saves the netting of your crosse, and is scientific and graceful. The different sweeps, deviations and curves described in the termination of catching, follow naturally, when the first principles are mastered; and no better example can be offered in this easy and elegant play, than the every-day Lacrosse of the Indians of Caughnawaga and St. Regis.

Whether you catch with one hand or two grasping the crosse, is a matter of choice; but though any catch may be commenced with the ordinary grasp of carrying, it is safer to let every catch terminate with the two hands on the crosse, in case you are obliged to throw.

A ball, accidentally caught under the arms, should never be touched by the hand, nor carried there. Avoid the very appearance of unfair play.

Carrying.—Before the laws were made, the fashionable thing was to have a bag of various degrees of depth, at the lower angle, in which it was also fashionable to carry the ball. Of course the bag facilitated carrying very much, and the deepest bag had the best chance. Now, the lower angle is the riskiest place for carrying, unless the leading strings are large and protective. When running, the safest place to carry is on the centre surface, because you can there control the ball better, and are always ready for an effective one-hand throw. If you carry on the lower angle, you have little control of the ball if your stick is struck by a checker; if on the extreme top surface you cannot recover quick, if hard hit, unless you have

a short grip. The best grasp, for all purposes, is at the butt, leaving half an inch protrude. The arm should hang at full length, and the stick at the lowest level at which the ball will not fall off. The arm and wrist alone should control the crosse; the body should not be contorted. It is a common play to dandle the ball on the netting when running, and otherwise add variety to the plain carry; and we would recommend players cultivating this dandling of the ball, when carrying near an opponent, and even in many carried dodges. Recently some players have resorted to ingenious constructions of the wooden part of the crosse, to get over the restrictions about bagging the netting. The best we have seen is the stick scooped out from the collar to the top, thereby making nearly as good a bag as the netting could afford were the old bag allowed. Although this is not illegal, we certainly do not approve of it. It is worse than a high leading string, as the ball is oftener carried next the wood than the string, and has even more objectionable features than are interdicted in the netting, in Rule 1.

CHAPTER X.

DODGING AND CHECKING.

Dodging—Is the art of carrying the ball past one or more checkers. It is the ostentation and glitter of the game; and though important, has been too often made a sort of saturnalia, where the dodger ran a gauntlet of merciless swipers, after the Indian fashion of the gauntlet for captives. Its absolute necessity is of rare recurrence, but common custom and young blood, has made it an indelible and prominent feature of Lacrosse. There is a madness in its most difficult feats, spiced with a smack of danger, that must always make it a tempting attraction. When you dodge to excess, you submit your anatomy to the possibility of cut and bruised fingers, and, like Lamb's convalescent, you are "your own sympathizer." The burnt child may dread fire, but did maiming ever give players a

disrelish for dodging? There is an audaciousness in charging a good checker, and especially a succession of checkers, which becomes a mania with some men; and no catastrophe seems to cure their predilection for risking the contingencies of a checker's crosse.

Good players aim at perfection in throwing and frisking in preference to any great skill in dodging, because there is more certainty about the former. But as nothing is trifling that ever succeeds, every player ought to be able to dodge to some extent. The correct play lies between the two extremes. For instance, you may have an opportunity to pass Point, when their are no fielders to attack or aid you, and either dodge into goal or get closer to throw: the importance of being able to dodge Point is then obviously evident. On the other hand, by attempting to dodge too near your own flags, you may lose the ball and have the tables turned. Indiscriminate attempts to pass checkers is too Quixotic in principle, and damaging to the rest of your side; moderate and well timed dodging will often bring you into better position, and into closer relation with your opponents goal, looks well, and develops confidence.

Dodging owes its origin to the vain individualism of the Red Skin. Long before a pale face saw the game, there were notables whose *forte* it was to carry the ball to the goal, through a crowd of opponents; and to this day, their common practice in their village game is to carry the ball to the flags, or, over the line representing "game." Indian dodging was principally "thrown" dodges; they seldom attempted the "carried" styles which are so prevalent among our white players. Since their frequent contests with the pale face, they have taken to dodging, much to their disadvantage we think.

We divide dodging into "Carried" and "Thrown" dodges; the former, when the ball is kept on the crosse; the latter, when it is thrown past the checker and afterwards recovered.

The crosse should be held in the hand with which you carry; the grasp may be shorter for thrown than carried dodges.

Good dodging implies coolness, and dash, close calculation, a thorough command of the ball on the crosse, agility of body, and a strong and a supple wrist and arm.

CARRIED DODGES.

1. *Across front of body from right to left.*—This is the oldest and most used carried dodge, and has the advantage of being done with so slight a motion, that it may be repeated in quick succession in a gauntlet of checkers. Grasp the crosse at the butt, or a little above the collar ; carry the ball on the lowest part of the centre surface. When bags were used, the nearer the ball was to the lower angle, the easier it was managed. To make this dodge, watch the eye of the checker as you near him, and as he makes a cut at your crosse, bend your arm quickly, and bring it across the front of your body to the opposite side, and thrust it forward past his right, giving a twist upwards from right to left during the thrust, as if dodging another checker. A wavering motion of the stick, confuses checker's eye, gives you more command of the ball, and often prevents its falling off when the stick is struck.

This dodge allows of considerable variety in the deflections and curvings of the crosse, which can only be learned by practice. Some players succeed best by a high up-thrust at the completion of the check; some by lowering the front; others by a straight

forward thrust; but the general fault is in thrusting too high, by which you cannot command the ball with ease.

The great secret of success lies in accurately anticipating and timing checks, and promptly avoiding them. If the checker waits until you begin your dodge, your chances of success are not as consoling as if he commenced a check at your right; because the latter shows you his play, and gives you opportunity to accommodate your dodge to the result of his blow. This is the difficulty in making this plain check. It is sometimes varied by changing the crosse quickly, as you pass it across your body, into the other hand. When approaching a dodger, you may hold your crosse out straight towards him at nearly full arms length. If he strikes in time, suddenly draw it back to escape the check, and then make the sweep across the front of your body to left.

2. *Past Checker's Left.*—Instead of carrying your stick across your front, thrust it suddenly to your right, at a right angle with your right side, making a dash past checker's left. Take a short grip of the crosse, if possible.

3. *Turning on your own axis.*—This dodge is very successful if well-timed,—even against the best Indian checks. It takes them by surprise, and is one of the prettiest of all the dodges.

It consists in making a sudden right-wheel twist, on the left toes as a pivot, as the checker strikes at your crosse, and bringing the latter up perpendicular. It is not a complete revolution that will bring you back to your original position ; though you must accommodate your tactics to the changes of your adversary, so far as they impede your liberty to pass him. At the end of the spin, dart forward from the left foot.

The ball should be on the centre surface ; the crosse grasped short, keeping it perpendicular, and balancing the ball during the wheel. The disengaged arm may be extended to ward off easy checks ; and should be used on the forward and backward principle of catching a ball. In close quarters, many checks are prevented by the timely use of the left hand and arm.

When an opponent meets you, and strikes at your crosse, a sudden and single quarter, or half turn, will often be the best movement to thwart him. In

almost every dodge, it is essentially necessary to be able to spin around instantaneously, and should be often practised.

4. *Short Stop and Turn.*—This is peculiarly Indian, and more an artful evasion than a deliberate dodge. When a checker meets you, instead of dodging, as described, suddenly stop a few feet from him, make a turn to the right flank or rear as the check is coming, and double until safe. Before our present improvement in playing, a pleasant diversion of the Indians was to keep our checkers prancing around them trying to check this dodge; while it was edifying to a philologer to hear the redskin *repartee*, whenever a paleface made frantic strikes at nothing. It is still their best dodge, as few white men can match them in the wiry sort of leg-bail peculiar to it. When a checker is very persistent and dangerous, occasionally wheel around and keep your back to him.

5. *Over Head of Checker.*—As the checker strikes at your crosse, elude the stroke by a timely avoidance to the right, and before he recovers, carry your crosse upwards and sweep it high over his head, as you run from right to left; reversing the ball and the side of the netting which hold it, and recov-

ering by a twist as the dodge is completed. A long grasp of the crosse is best,—the ball should be kept on the top surface.

6. *When closely pursued by checkers.*—Simply alter your course, by darting to right or left or rear, and guard strokes at the butt of your crosse from the rear, by twists of the wrist, and extension of the arm carrying the stick.

Dandling the ball up and down on the crosse, is very serviceable to frustrate many checks, as the ball is in the air when the crosse is struck.

THROWN DODGES.

1. *Over head of checker.*—Is simply the front throw with one hand, described on page 112, in the chapter on "Throwing." It is much used in dodging, and unless practised often, is subject to close checks.

2. *Rear throw.*—When the ball is picked up in front of an opponent, or, if the dodger is checked by one or more in front, or from either flank, a good style is to throw the ball backwards over your own head; turning around and catching it before it falls. A single glance must be taken to the rear, lest the ball should be thrown into the crosse of an opponent.

3. *Checker striking crosse.*—Several good thrown dodges are sometimes improved, by letting the checker strike your crosse the moment the ball is leaving it (see illustration 9). The concussion of the two sticks increases the force of any throw, and the checker is momentarily put off his guard, to a greater degree than the dodger. One of the prettiest and cleverest dodges of the kind, is greatly in favor with the St. Regis Indians. As the checker meets the dodger, the latter turns slightly to the right, and with a motion of his wrist, jerks the ball over the former's crosse, between it and his body, catching it neatly on the other side.

4. *The counter check.*—If checker strikes your crosse, throw the ball up, or over his head, and counter-check him by striking his stick away before you catch the ball. You may use this counter-check in nearly all thrown dodges.

5. *Dropping and picking up.*—This is useful when closely followed by a checker who strikes at the butt of your crosse. The Indians often use it with effect. It is done by simply throwing the ball a few feet in front as you run, and picking it up again. If your stick is struck very hard from the

rear, this dropping is useful. The ball may be dropped at any angle, or more deliberately thrown a further distance.

6. *Past either side or between the legs of a checker.*—As you approach your opponent, bring your crosse to the position of the dodger, in illustration 8; watch his eye, and throw the ball low past his right side, following it up as you run. If his legs are open, you may throw between them. These two throws are very puzzling, as the throw from the crosse is so sudden. The manner of carrying the crosse helps the deception.

It may be well here to state, that thrown dodges are more deceptive and more suddenly done, when the crosse is held with both hands, as in illustrations 8 and 9.

Dodging into Goal.—May be either a carried or thrown dodge, and is useful where a dodger has only goal-keeper in the way. It is not always successful, and a good goal-keeper would prefer it to a short throw. The old members of the Beaver Club will remember Stewart's style of charging the goal-keeper when he carried the ball. S. was seen bearing down upon goal like a trooper, lips compressed, head

forward. The shock came,—general result, one ball, two crosses, Stewart and goal-keeper, all in a heap in the goal, and one flag pole down.

Stooping down in dodging—Is a good way to vary your defence, when an active checker tackles you at either side, or from the rear. Lower your crosse almost level with the ground, bend forward, and keep one leg ready to spring from. When checker tries to check from any of the above points, bend forward, and turn your back to him, covering your crosse as well as possible with your body. If you should trip, and the ball falls off your crosse, cover it with the flat check.

Feigning to throw.—When checker is close to you, make a feint to throw a swift straight ball, which he will probably shrink up to avoid. Instantly dart past him, carrying the ball with you, or throwing over his head. If you have any reputation for hard throwing, and make a proper feint, you will, in most cases, accomplish your object.

Inviting a check, and evasion.—You may tempt the checker to strike at your crosse in a certain way, which would give you a better chance to pass him before he could recover. If you premeditate

a certain dodge, you may often facilitate it better by thus inviting a check, which, by the way, you must not invite, unless you feel positive of success. Single evasive movements to right or left are often sufficient to prevent a check. A single dodge has often to be made good by an extra evasion. This art of avoidance is important in dodging.

The best way to learn all manner of dodges is for two men to practise checking and dodging, alternately, *without the ball*. When you learn the rudiments of dodging with the ball on your crosse, your action is embarrassed in endeavoring to preserve its equilibrium; but by practising first without it, until you learn the principles and knack of the dodges, it becomes easier to put the ball on the netting and attempt them. When you are "waiting for the ball" at the morning meets, pair off and practise this. It would be unnecessary to give rules for the various combinations of dodging, which arise out of those already mentioned, as well as from checks and counter-checks. Dodging involves a peculiar gymnastics, which brings out various twistings and bendings, in which the whole body partakes. "Battles are won with legs as well as arms," and

the proper use of the former is half the victory in dodging. Without activity of limb your play is stiff and incomplete. Some men show great invention in play, and particularly in the art of managing their extremities in dodging. I suppose the lady who sent the dedicatory poem to a club some years ago, referred to these contortions of limb in dodging, when she said,

> "I wonder at the players' gait,
> For *crooked legs predominate!*"

though she afterwards, with artless innocence of the shape of unbreeched shanks, says,

> "And yet, perhaps, I should suppose,
> They're caused by wearing tightened hose."

Frisking the ball forms an important auxiliary of dodging. Indeed, there is no part of Lacrosse which can be ignored by any man ambitious of being a crack player: everything is affiliated in interest, and during the use of any part, all others are as satellites—always at hand as accessories. Dodging, without a knowledge of checking, generally comes to grief. It is a good rule to make it subservient

to throwing; not to do away with it altogether, as that would ruin the game.

A few concluding rules, and we are done with this chapter. In the excitement of successful dodging remember your original position on the field; it is an important one, return to it as fast as your legs can carry you, after you have lost the ball.

If the defence of your antagonists is weak, your home and two outward links may attempt to carry the ball into goal, but throwing is better.

Point, cover-point, and the flanking links from goal-keeper to cover-point, should hardly ever make charges upon the enemy's goal,—though there is no law to prevent them; neither should there be. Even the ubiquitous fielders should not give free license to a passion for dodging.

Never attempt to dodge near your own goal. The worst player may perhaps check you, by accident if not by skill. When the ball is at either goal, no risk should be run in experimenting. Keep your wits about you, and look out for rear checks. Remember you are to avoid a checker in preference to dodging him. Be prompt; never hesitate. The best dodge may be frustrated by an

ordinary check, who is a second or so too quick for you. Avoid clumsiness and rash dodging. Never press the ball into the leading-string in any way before you dodge.

Do not attempt dodging when you are not "i' the vein." Success implies vim and mettle.

Checking.—Nothing in Lacrosse makes one feel more throughly awkward than to be passed point-blank by a dodger, and find a well-aimed check strike mother earth, instead of the opposing crosse. The thing looks so simple at first sight. You have nothing to control, while your antagonist is limited to certain movements to preserve the ball. Yet, when you think about it, you will perceive that the advantage a checker has in not having a ball to manage, is often counteracted by the fact that while he has to act on the spontaneous impulse of the moment, in the majority of cases, the dodger can pre-determine his dodge, and have the advantage of the start. If you, as checker, can check before he begins his dodge, it may be luckier, and it may not; as some of the best players invite a check, the better to facilitate their purpose. The danger of anticipating a dodge is, that if you miss, you

not only miss that certain stroke, but lose the perfect command of your crosse for succeeding play.

Checking, it must be remembered, is both attack and defence. When you run out to tackle an opponent carrying the ball, you literally attack him: when you stand to receive an opponent, determined upon passing you, you act, as it were, on the defensive. The circumstances of each are not the same, though your object is. If you go out to tackle, you succeed when you take the ball or compel its possessor to throw it; when you stand on the defensive, you succeed if you prevent him carrying it past you.

In the cases of attack, checking is not so frequently extempore as in defence.

A skilful checker will seldom let a dodger pass him successfully. Quick eyes, an elastic body and extremities, pluck and perseverance, are the shining virtues of a checker; and as perfection in this department materially restrains dodging, it should be well cultivated. Good checks are worth more on a twelve than men reputed for dodging.

The perfection of a good checker is not only certainty in "disarming" a dodger, but the

appreciation of his duty as laid down in the chapter on "Fielding." In whatever position you are, you must become convinced that to be enticed away from your original position, more than is necessary, is the cardinal sin of a Lacrosse player. When to leave or retire, and when to remain, is beyond the appointment of any established rule. However sure a check you may be, you should never be anxious to leave your position, to check men who ought to be stopped by some other of your side. When a man finds himself a special terror to dodgers, he is too apt to undertake the checking of the entire field of opponents, thereby causing confusion in his own ranks.

Our laws allow any strength of attack at one dodger, but it is the custom among the St. Regis Indians not to interfere between two adversaries, unless at goal; so that the dodger has only one opponent at a time to avoid. This Indian play would not answer for our small fields and our improved game. We prefer trusting to the common sense of the men, and the directing genius of a Captain.

In some checks you can only use one hand, but as

a rule, the most effective and manageable checking is done with both hands on the crosse.

We will give the checks in succession, for the dodges described in the previous chapter.

CARRIED DODGE CHECKS.

1. *Plain check.*—As the dodger advances with the ball on his crosse, and attempts the dodge described in section 1st, on "Dodging," strike at his crosse anywhere within a few inches of his hand, before he brings it quite across from right to left. If you can can strike it just after it has passed the front of his body, you weaken his attempt much more than if you strike it before, because the position in which it finds his right arm is awkward for quick recovery. A feint to strike may be made at the side he carries, and if you recover quick and act promptly, success is only a matter of practice. Ordinary dodgers have only one movement, from right to left; it is comparatively easy to check them. Good dodgers, however, deceive you by feints, and invitations to check; especially in this plain dodge. The impotent checks of many players is owing to their innocence of feints and invited checks,

mistakes in timing, and slowness in handling the crosse.

In this check the length of your stroke, and the action of your whole body is guided by the position of the dodger's crosse. No rule can teach you the principle for every action—nothing but practice and observation. The variety of movements of the crosse, in checking the plain dodge, is beyond enumeration, as the twists, thrusts, strokes and various turnings are so often altered, according to circumstances which we can never foresee until the moment of action.

The upward check is very important, either as a premeditated check, or when recovering from a down stroke, and may be brought into service in a great number of cases. It is simply bringing up your crosse from the ground, and hitting the dodger's from under.

The circular check is done by swinging your crosse in a circle, around the front of your opponent, so as to strike his crosse, wherever it may be, during the plain dodge. If you miss this, recover by the upward check.

2. *When dodger tries to pass your left.*—Turn

quickly to the left face, and aim at arm's length at the nearest part of the dodger's crosse, making a leap at the same instant to intercept him and get to close quarters. If he has a short grip, you may, perhaps, hit his stick from the rear. The difference in this check from the preceding is, that the dodger's crosse is further away from your instant reach, requiring more agility of body to get into good position to meet him. The upward check is often here available to advantage.

3. *When the dodger turns on a pivot.*—Strike the dodger's crosse above the collar, as high as possible. If his grasp is short, you may sometimes strike the handle without hurting him, and quicker than you could hit higher. Check the moment he revolves, either with one or both hands on your stick, and beware of hitting your opponent on the head. If you miss a strike during the revolution, follow close and check upwards as he is bringing his crosse down to the carry.

4. *Short-stop and turn dodge.*—However well you can manœuvre your crosse, your skill will be of no avail to meet this dodge, without an unusually strong and supple pair of legs, and an elasticity

of action from head to toe. To defeat it, you must do it as much by virtue of your legs as your crosse. If the dodger keeps his back to you, your chances are diminished, as by simply turning and keeping his distance he can often keep your check in rear until you get close. The play, then, is to close in as quick as possible, sweep your crosse at the side of his, or, leaping up, pass it quickly over his head, and bring it down upon his netting. If the butt is projecting in his hand, strike it ; if his wrist prevents you hitting on top or at the side, strike upwards under his wrist. I remember an Indian, following close at a white man's heels, succeeding in dislodging the ball from his opponent's crosse, by a strong thrust at the extreme butt end, which was just visible in the rear.

When a dodger is too much for a checker, and chooses to prance around his vicinity, another check should run out and spoil his strategy. It is, of course, necessary, that in making this movement, whatever is intended should be made like a flash, so as not to give time to opposing fielders to rally, or the unchecked man whom the reinforcer has left, to gain any great advantage.

5. *When the dodger attempts to sweep his crosse over your head.*—If you have made a previous check, and dodger carries his crosse upwards over your head, bring your crosse to the right side, perpendicularly, and make a backward half-circular sweep from right to left, which is intended to meet his crosse as it sweeps over your head; or you may make a direct upward strike, at that part of his crosse which is between your body and his hand.

6. *When closely following a dodger.*—If you cannot get at his stick anywhere in rear as you run, incline a little to the right, make a leap forward, and bring your crosse in a sweep to his right front, the tip in towards his crosse. Turn your wrist so as to bring the tip down upon his crosse. A full arms length upward check, is often the most successful. If this fails, the *dernier ressort* is the straight thrust at the butt.

THROWN-DODGE CHECKS.

1. *When the ball is thrown over your head.*—In all cases make an attempt to strike opponent's crosse at the moment it is raised to throw. If

you do not succeed, and the ball goes over your head, turn sharp around and dart after it, at the same time making a long full-length cut at either the ball or opponent's crosse. If you get to it before your antagonist, tip it away; if your opponent reaches it first, you must check him according to his position. Few players have the art of wheeling quickly around.

The best check, however, for such thrown-dodges, is hitting or blocking the ball in front of you, as it is going over your head, which kind of check needs a very accurate quick eye, and a great deal of confidence.

2. *When dodger makes a rear throw.*—Instantly spring towards the direction the ball is thrown, and make a long stroke at it or your opponent's stick. The greatest chances of success in this check depend upon the way you dart forward at first.

3. *When dodger lets you strike his crosse.*—If you knew a dodger was about to attempt the Indian trick described in section 3rd, on "Dodging," it would hardly be possible for him to do it successfully. Its success depends a good deal upon its surprise.

When a dodger lets you strike his crosse, he only calculates upon one stroke. The check, therefore,

for this dodge, is to make a quick succession of down, side, or upward strokes—as indeed is useful wherever possible. Sometimes you may hit the ball as it is in the air.

4. *When counter-checked*, it becomes a struggle for the possession of the ball, unless a succeeding check again gives you the advantage, and frisking or tipping is your play.

5. *When the dodger drops and picks up the ball on the run*, and you are too far to dispute his liberty to do so, and cannot make a sufficiently hard stroke at any part of his crosse to give you an advantage, spring in to close quarters; but if you cannot, simply make a thrust at the extreme butt of his stick, from the rear, as he is about picking up the ball. This has the effect of pushing the front of his crosse out of the line of his calculation, and necessitating a second attempt to pick up, which is for you a gain of time, when you may close in to get a more effective check. If he is running at any extra speed and misses picking up the ball, you will have time to get to it before he can recover.

6. *When the dodger attempts to throw past your either side*, the proper thing is to block the ball just

as a goal-keeper would, as seen in illustration 8. A side cut is serviceable, but by all means try to prevent the ball passing you.

When the dodger stoops, you must guard against the temptation to shove him over, as was the custom some years ago. Your best resource is to cut either sideways, or sweep over his head and down in front. If the ball is thrown by the dodger, the first principle should be to stop it. He may throw past your right or left side, when you should turn around towards the direction of the ball and endeavour to capture it.

Other modifications of checking adapt themselves to circumstances. An excellent check, in cases where the ball is nearing an opponent, is to strike his stick as he attempts to catch or stop it, as seen in illustration 7. This rule may be carried into every part of the game, where you wish to deprive an opponent of a catch, and may be done in many cases, such, for instance, as when an attempt is made to pick up the ball, to catch, to block, etc.

THE COVER CHECK.

If the ball is on the ground cover it with your crosse as seen in Illustration 4, having the wood

towards the direction from which your antagonist is approaching, if he approaches from either side ; if from the immediate front, cover with the reverse side to which you play. When a rush is made for it, depress the handle of your crosse so as to bring it almost level with the ball, holding it down stiff so as to secure it. Your antagonist, if running at any speed, will make an attempt to pick up under your crosse, but the instant he attempts it, depress your stick, and the probability is that his will slide over yours, and before he can recover you can pick up without opposition. The crosse must be first kept as seen in the illustration, to deceive your opponent and invite him to thrust at the ball; and must afterwards be depressed to secure it, and to occasion the slide of your opponent's crosse. Neither movement must be done too soon, lest he has time to calculate and draw up ; nor too late, lest you are prevented covering the ball. Sometimes, though a player cannot stop suddenly enough, he will make a strike at your crosse as he is passing, and generally just at your lower grasp. In such a case, draw your left hand away when you see the stroke coming, keeping the stick down firm with the right.

There are many chances of using the cover check, or either part of it. It has become a peculiarity of Indian play, and is very successful on any field. The Indians credit us with its invention in 1859, when we showed it to the interpreter at Caughnawaga. None of the crack Indian players then knew it.

FEIGNED THROWS, INVITED CHECKS, EVASIONS.

A perfect dodger will feign to throw, to spoil your position for checking and give himself a better chance to accomplish some premeditated dodge. The mistake of tyros is checking too soon and too far from the dodger, and letting out too much force, beyond recovery. Old players know this when they coax your stroke at a certain point. If you can hit an invited check, do it in preference to the after dodge; but beware of putting so much force into it, that if you miss, you cannot recover in time to make a succeeding stroke. In feigned throws, spring at the dodger's crosse, and never fear them. Fielders, as a rule, are too frightened of closing in to any attempt to throw. The Indians have a way of avoiding a hard throw by leaping up as they check.

Evasions are only checkmated by quick leg action and long strokes.

UP, DOWN, AND SIDE STROKES.

The most of checks used to be downwards; but as Lacrosse has improved and new methods of dodging been added, upward and side strokes have become a necessity. The upward and side strokes are useful, when you have made and missed the down hit, and cannot recover in time to repeat it; also in the various exigencies and opportunities, when the down stroke would be an experiment or a failure. All checks depend upon the position of the dodger's crosse, and it is important to know when and how to use the different strokes. The best way to learn this and every other part of checking, is to pair off and practice quietly. You cannot experiment in the excitement of a game, and only cool heads discover.

Part of Crosse to use.—When you strike the netting of dodger's crosse, always, if possible, bring the full face of your netting to the direction of your stroke; but if you hit the bare stick, you may strike without bringing the netting to bear. The former rule is more effectually to dislodge the ball, the latter

to spare the netting unnecesssry hard work. Learn to reverse your stick so as to bring either side to bear. When you hit with the stick above, give your wrist a turn to bring the netting flat on your opponent's crosse. Do not try to hook the tip in his net-work.

Quickness in delivering the stroke.—Shakspere's aphorism may apply to checking in Lacrosse—" If't were done, when 'tis done, then 't were well it were done quickly." Free, strong wrists and arms, in sympathy with a quick body and mind, make the valuable checker. Fencing, as an exercise, brings out the necessary qualifications of a good checker, who sometimes anticipates, and is always ready for guard while acting on the attack. Very often it is absolutely necessary to check with one hand. Some of the finest checks are made thus, and every player should practice it, as it can often be done quicker than with two.

Persistency in checking is the marked individualism of Indian play. Wherever the ball falls, there under it, near it, or after it is a red-skin. Indeed, they carry their individual persistency in checking to such an extent when playing against

the pale face, as to neglect all disposition and arrangement; bunching in knots at the goals in defence and attack, and bearing down in twos and threes upon the dodger, as in their old strategy in war—always having the most men at the point of attack. The pale face is not as persistent, because his wind is not as good; but there is always a vein of laziness, and a stupid immoveableness at some points that needs correction. Second strokes and counter checks are important; but you may do as much by following a dodger carrying the ball, as by changing your base to intercept him, as if you had a chance for a close check. Supposing you are placed as nearest field to cover point, the tactics of a dodger about to pass within a radius of at least forty feet of your position on an ordinary-sized Lacrosse field, will be guided by your anticipatory movements in flanking him. If you remain where you are, and he runs a clear course until he passes you, or if you are in the habit of giving up the battle after a slight struggle, he will rather prefer the little excitement of a deliberate dodge than the unchecked run. But if you move out energetically, you may check him if he attempts to dodge, or you may make his throw

of no avail. Get up a reputation for persistent checking, and your value cannot be estimated.

It is not uncommon to see a good dodger, hard pressed, lose the ball from sheer nervousness, and the best calculated throw ruined, because of the proximity of a checker. The golden rule, therefore, is "never give up." Even if down on your marrow-bones, stick to it as long as you can. The pluck and persistency of the hero in the ballad of Chevy Chase may be a worthy example, who,

> "When his legs were smitten off,
> He fought upon his stumps."

Rough Checking.—Nothing has done more injury to Lacrosse than rough play in general, and rough checking particularly; and it is a lamentable fact that certain individuals stand out so prominent for maiming their antagonists, as to suggest some more valid reason for such play than mere accident. In the ordinary business and associations of life, there is a community of interest and courteousness which puts the barier upon rough conduct; but in a field sport, there is an *abandon* and a little of that return to the original barbarism of our ancestors, which,

though very good for the blood, is not equally salubrious for the temper. Men agree to disagree in sports as they do in politics, without being deadly foes; and the finest man, is he who combines the earnestness of the player—like the politician—with the fair play and manliness of the man.

'Tis said, "a fellow feeling makes us wondrous kind," but it is not always a true maxim; or fear of getting back what is given, if not love of fair play, would put an end to rough play in Lacrosse.

If you are vindictive, and choose to pour out the phials of your wrath upon a player you do not happen to admire, you could not have a better chance than when you follow him as a checker. Emphatic checking is always necessary—mere tips and touches go for nothing; but if you cannot discriminate between a man's head and fingers, and his crosse, you should not risk your own, or play Lacrosse. There is no reason why checking should not be so perfected as to make hitting an opponent a mark of bad play, as is *implied* in our laws, and even agreed upon by the Indians when playing among themselves. In Caughnawaga and St. Regis, you may occasionally see rough play, *since they learned it from us*, but the

general rule is the reverse. If a red-skin should hold, trip, throw or push his adversary, he has to "face" on the spot where the offence occurred, and several repetitions by the same man puts him in disrepute.

The laws relating to spiked soles, holding, striking, pushing, &c., were necessary, because of the license to rough play, of which there was formerly too much to make Lacrosse attractive, to anybody who valued the use of his hands and head. The resignation of one of the best players of the first twelve of the old Montreal Club, who was passionately fond of the pianoforte, and found himself debarred from practice by maimed fingers, is not too old for recollection, and there are players carrying indellible reminiscences of rough play, who can testify to the injurious effects on the game, of the old manslaughtering style.

The perfection of checking is to check without hitting your opponent. Cultivate several styles of checking, as one cause of injury to the dodger, is attempting to apply one mode of checking to every style of dodging. A cool dodger is more likely to hoodwink you than a rash one, and you require to

meet both with cool promptness. If you have a narrow limit for play, and a difficult dodge to overcome, take the Irish maxim, "Be aisy, and if you can't be aisy, be as aisy as you can."

General Rules.—Do not be afraid of swift balls or close throws. One great beauty of checking, is to stop a thrower's shot when within a few feet of his crosse. Keep your eyes on the ball. Improvise checks when you can, according to circumstances; for in the infinite variations of close play, occasions arise for checks that you cannot anticipate.

Dodging and checking are so interwoven that you need a knowledge of both to be perfect in either. Checks will be the more effective, if you know just how the dodges are done, and *vice versa.*

Guard against the habit of reinforcing one of your side, who has only a single opponent to contend with, unless the latter practises the "short stop and turn," without the check being able to defeat him, when the nearest player of the same side should assist him.

CHAPTER XI.

PICKING UP, TIPPING, FRISKING, ETC.

Picking up.—To pick up the ball, keep, and fully control it on the netting of the crosse, is necessarily the A B C of the game, and yet, by no means, an easy accomplishment. Simple as it looks, and easy as it may be to a skilful player, it is "the very mischief" to a novice. It is impossible to be a reliable player unless able to pick up with facility, and the two following practices should be gone through with, before venturing to enter into the heat of a game :—

1st. *Picking up in one motion*—Stand a crosse's length from the ball, with the left foot advanced. Draw the crosse back about a foot from the ball, and, striking straight at and under it, scoop up in one quick, sharp motion.

2nd. *Picking up in two motions.*—Cover the ball with the top surface of the netting, draw it towards

you quickly to make it roll, and scoop up as in one return motion forwards.

The ball may be picked up, by the first practice, when it is coming towards or going from you fast, or when steady: the latter practice generally applies only to occasions when the ball is comparatively steady. It will be remembered, that picking up is much facilitated, by shaving the part of the top of the turn which touches the ground.

Tipping the ball.—Tipping is the issue of close practice and precious moments, and is important, not only as a *dernier resort* when there is not time to pick up, but as a principal practice in Frisking, and a very excellent part of the duties of a home-man. The ball is simply tipped with either side of the top or bend of the curve and netting, and may be done forcibly by striking, or, more gently, by placing the stick at the ball and jerking it from the ground. We knew a home-man, whose *forte* it was to stand near goal, and tip the ball to the flags if it condescended to come within the reach of his crosse. He was the laziest mortal ever seen on a Lacrosse field; he was never known to disturb his equanimity by a run, but, if the ball came anywhere within the

circuit of his crosse, it was generally caught on the wing, or hooked from the ground and tipped into the flags like a shot. A quick tip from a short distance is more puzzling to a goal-keeper than a clean throw.

Swiping the ball.—Any one knows, instinctively, the difference between a tip and a swipe; and, though swinging the crosse in front, or at the side of the body, and hitting the ball, as in shinty, is not actually prohibited, it is generally deemed unfair, and is repudiated by all good players. It has not a shadow of skill to excuse it, is dangerous and unnecessary, and is not only a death-blow to science, but destroys the originality and beauty of the game.

Kicking—Often helps to introduce pretty and effective play. Some have proposed to prohibit it under certain circumstances, but it is one of those points of play which must either be allowed *ad libitum*, or entirely done away with, as any half measure, one way or the other, would only lead to endless dispute. The use of the feet is, however, important in close play, not only for kicking, but for guiding and guarding, and may be used when there is even not time for tipping. The Indians use the feet a great deal around an enemy's goal, and thereby

interfere with the free action of the goal-keeper, while they do their best to kick the ball into goal.

Frisking the ball.—In close play you may point out the scientific from the brute-force player, as easily as you can pick silver coin from among copper. Though the play of the old school is not to be ignored, it is not the paragon of to-day, even though it should sometimes succeed against the present more studied game. To improve Lacrosse, and not detract from its native merits, we must agree to the systematic conformity, intended in the regulations which guide the game. Unscientific play in any game has sometimes been more effective than its antithesis, as poor shots have sometimes made bull's-eyes when champions have missed altogether; but the more head-work put into such a game as Lacrosse, the more beautiful and less rough it will become.

Among the improvements in general play we must recognize one peculiar feature of close contests, which is becoming a specialty and a mark of the true *artiste* in Lacrosse. Occurring only at close quarters, and sometimes lasting but a few seconds, it is the foreshadowing of a scientific game, and an evidence that there is more scope for development than gene-

rally believed. At present this specialty of close play is in its adolescence, but gives token of a development which must eventually oust much of the shillelahing of rough players. Its very first principle is the avoidance of roughness, and the getting out of difficulties, and overcoming opponents without breaking sticks or heads, or swiping, or any manner of play which partakes of rough-and-tumble.

It is easier to explain this mode of play than to give it a name, so we will risk it and call it "Frisking the ball." We would define it as the quick feats done, instantaneously, in passing one or more checkers; in hooking the ball out from a crowd of opponents; titilating it on the crosse; capering it upon the ground, within a radius of ten feet. It embraces throwing, catching, carrying, dodging and checking, all in one, and needs a remarkable agility of body, which is only secondary to the quick and clever use of the crosse.

When the ball is on the ground, frisking consists in filching it out from among feet and crosses, hooking it towards you, and from right and left, and *vice versa*, and between your legs; and the general, quick, varied play designed to frustrate similar

attempts on the part of your opponents, and to secure the ball to yourself for further proceedings. Sometimes you require a short grasp of your crosse; at other times the longest reach possible, using both sides alternately as you tip and draw the ball, or shield it, as it were, from the strokes and drags of your antagonist.

In ground frisking, the feet may be used to tip and kick the ball in various ways, as in football. At other times the feet are in the way of some effective hits, and little leaps, especially if running, are often useful in giving room to hit close. The various feats of ground frisking which arise during close play, are beyond description, and yet no rules can be given for any. Some players have a remarkable aptitude for getting the ball close to their feet, and puzzling their opponents by this manner of frisking. We remember seeing an Indian get the ball between his heels, and, leaping up, kick it straight up behind, and, turning around, catch it as it descended, and make off with it, while his opponent was looking for it in another direction.

Practice for ground frisking by toying the ball in front of you, alone, or with another player, and, no

matter how simple it seems, you will find it good exercise. Tip it to right, then to left, then out and in, and around, and between and at the back of your feet. Practice tipping to the right with the bend and the tip of the crosse. A very good practice is frisking with a young and smart setter—your crosse *versus* his teeth and paws. It will teach you many little feints.

High frisking, when the ball is not on the ground, is quite a different play, but needs a like expertness in handling the crosse and mastering the ball. It can hardly be premeditated, but opportunities are often afforded for its practice in close contests. It comprises all quick, successive feats in playing with the ball in the air.

When carrying through a gauntlet of checkers, or when catching, after throwing over your own or an opponent's head, a pretty and most invaluable play is to titilate or dandle the ball upon the netting. Some of the best dodgers use this very much, the ball never being on the netting when the crosse is struck at by the checker.

A great deal of showy play may be introduced in frisking,—such as playing with the ball on the top of

the curve, tapping it up, and catching or titilating. There are times when a descending ball may be wisely checked in its descent, and tapped away by the top of the curve.

Another neat play in frisking is to gently touch descending or straight balls with the opposite side of the netting to which you carry, and, quickly bringing down your crosse, catch before the ball touches the ground.

Several skilful and neat feats can be done, introducing tips, balancings, and twistings. Did you ever try to revolve the crosse, and the ball with it, without letting the latter off the netting? The rule to do it is to keep the ball close to the wooden part of the crosse, and, if you carry on the right side, revolve the stick quickly, by a turn of the wrist, from right to left: if you carry on the left side, revolve it from left to right. The closer the ball is to the wood, the shorter its turn, and the less chance of it being thrown off in revolving. This feat may be so perfected, when the crosse is held in a high and horizontal position, as to be made a useful part of dodging.

A "dying-bounce" ball is one that strikes the ground more than once before touched, and, like a

cramped swimmer, is giving its last kick. Sometimes you may make something of these balls by hitting them on the bounce to make them bounce higher, which may secure you a catch in a position, when a forward pick-up would bring your crosse into the neighborhood of checking.

We might as well advise you here, as elsewhere, to drop your crosse, when it is trodden upon, rather than run the probable alternative of a fracture. If you feel you are going to tread on a crosse, leap up and over it.

CHAPTER XII.

FIELDING.

Next to a persistent engagement around a goal, the great and exciting charm of Lacrosse is in the ever-varying incidents and vicissitudes of the Fielding,—the gladiatorial contests, the agile feat, the sudden rally, the skirmish, the running fight. Its aspects are so vascillating, and its situations so changeable, that no moment of play is like the play that preceded it: different men are after the ball in a different way, and every circumstance out on the field, as well as every crisis at the flags, has the fascination of novelty. A new player is sooner marked by his fielding and his sense of his individual responsibility, than by any particular point of play. The play on the field is conspicuous, and there never fails to every man opportunity to distinguish himself, if he can. To be a good fielder is, therefore, a *sine qua non* of every player; and

men, ambitious of being on "The First Twelve," have to "win their spurs" by indefatigable practice, and no kind of humbug. It embraces the leading and paramount part of the game, and the very pith of good play.

Signals.—A member of a Club in Toronto suggested, in 1867, the use of certain signals, or a Club cry, among a twelve playing another, which seems feasible. For instance, there are moments when a man carrying the ball must either throw or run the risk of losing it, while, at the same time, he cannot venture to look for the nearest fielder of his side. Supposing one of his side is behind him, or in any position favorable for receiving the ball, the former calls out some such signal as "A" or "One,"—the twelve being lettered alphabetically, or numbered in rotation; or he shouts the Club cry. At once the man in possession of the ball throws where the sound came from. It should be a point of honor with the sides not to make use of each other's signals. The Toronto, and the Union Club of Guelph, and some others, have, we understand, a Club shout, which they use for the above purpose.

Practising men for special positions.—It is essential that Goal-keeper, Point, Cover-Point, Centre and Home should be special men accustomed to those positions; and we purpose giving their necessary qualifications and duties in this place.

Goal-keeper.—(See Chapter xiii.)

Point—Should stand in a line opposite Goal-keeper, at a distance of not more, usually, than forty feet, though his exact position should be regulated by the size of the ground, the disposition of his nearest opponents, and the fortunes of the game. He has one of the most important posts on the field,—a sort of key of the defence,—needing considerable self-reliance. A good Point keeps many a ball from the goal, and, in a hard-pushed game, is of invaluable service. He is supposed to be destruction to all attempts at dodging, good for any "shouldering" if necessary, a good runner, and last, but not least, a fair goal-keeper: indeed, the perfection of Point is to combine the qualifications of every player with a reliableness which peculiarly marks his position. He should avoid dodging near his own goal; be perfectly

cool, collected, and prompt. He is essentially a defence, and, at the same time, a reserve and aid to the attack. He should always be on hand in hard-pressed games. When the ball is near or nearing his goal, he should back up if necessary; but, in close struggles, must avoid the cardinal sin of many Points—of backing *upon* the goal-keeper, thereby preventing him using his crosse with freedom, or seeing the ball.

Point should be able to relieve goal-keeper, and perform his duty.

Circumstances occur when he has to leave his position to charge down the field, follow the ball, or check an adversary at either flank. Cover-point or a fielder should then retire to his vacated post, and the positions of the former should also be replaced. It is dangerous, however, in a hard-pushed game, to leave his post farther than the line of cover-point; but when the play is even, or favorable to his side, he may change posts with any of the fielders. If there is no captain to keep the men in their places, the links nearest any vacated position should keep their own eyes open and quickly take them up. Every position, of course, is movable, as your side

is weak or strong, and you choose to avoid or followy our posted adversaries; but, particularly at important places like Point, should the men be alive to changes. If it is absolutely necessary, in a strong attack, that your Point should go out, the nearest aid should invariably take up position between goal and cover-point, unless the attack has no men intervening.

Point should act upon the suggestions of goal-keeper. It must be borne in mind that a slip at Point is generally harder to retrieve than elsewhere; and that the fortune of the game is always increased in danger, in proportion to the nearness of the ball to your flags. It is absolutely necessary, then, that Point should be a thoroughly reliable man, and that his connecting links should always be on the alert for rapid support, retreat, or attack.

Cover-Point—Should regulate his distance from Point on the same principle that Point regulates his from goal, and though considered less permanently fixed, he should never fail to be in his place when the game is against him. A Cover-point should possess every qualification of a Point. As a general thing, he has to stand more hard work,

and make more use of his legs; sometimes having two or three antagonists to manage. He is more at liberty to dodge than Point, has more opportunity for field play, and may occasionally carry the ball down as far as he can go, and throw at goal; but a fielder should always relieve him. As soon as he has "played his part," and got rid of the ball, he should retire to his original position.

Point, Cover-point and Goal-keeper are a trio in defence, and need confidence in each other. The two former must act in concert as to change of base, retiring, &c. We think the importance of these places has never been properly estimated: they make a defence either strong or weak.

Centre.—As the early fortune of each game may depend upon the way the ball first goes—whether it is sent down towards the flags of your opponents, or up to your own,—the position of Centre offers no ordinary scope for skill. It is merely temporary, and only survives the starting of the ball; but if the men are well posted, and Centre is able to send the ball to any particular one, the probabilities are that it goes up to the enemy's flags, and may stay there, if the home attack is strong. The player facing

is allowed more latitude of range ; he is supposed to be one of those ubiquitous few, who wander around, a terror to dodgers everywhere, and a puzzle to opposing checks. Good wind, good running capabilities, and a thoroughness in every part of the game, make him a valuable acquisition to a "twelve."

Home—Should stand within eight or ten feet of the opposing goal, but must regulate his position according to the face of the game. He should always be the last of the fielding links towards the opponent's goal; should stand, as a rule, to one side, at right-angles with the right of the goal-keeper, so as to success the ball in sideways. The goal-crease has prohibited him standing within six feet of the goal-keeper until the bath has passe Cover-point, and a courteous home should never entrench upon this rule. He should always be ready to move near to the goal-crease when the ball is thrown towards it, and may make across to either side, as the game is going. He should not squat immediately in front of the crease, nor yet go out too far. When the ball is thrown to him or the flags, either in the air, or along the ground, he should close in,

and hit it, or catch it on the wing, and sweep it in with force. Very often he has several antagonists to contend with, and several of his own side with whom to co-operate; and must not only have wit to fight his foes, but sense to aid his friends. Though he is Home, a tip in proper time to one of his side near by, may be more useful than if he had aimed direct at the flags.

Home should perfect himself in frisking the ball, quick straight throwing from the front and sides, and quick playing into the crosses of his side. The Indian Home puts the ball in for long shots, but when several are near the crease, he is no more Home than any other. This is as it should always be. Any man throwing at goal, should prefer angle or diagonal to front balls.

A sharp Home is the bugbear of a goal-keeper. He has opportunities for a specialty of play, and can develop a peculiar style, valuable to every man, but more especially so to himself. The ball comes to him in such a variety of ways, and so many changes occur in close contests around the flags, that he must exercise unusual sharpness and agility.

Fielders and Fielding.—The eight fielders—

Centre being also a fielder—are the skirmishers of the "Twelve," and are supposed to be more ubiquitous and flitting than the rest, and to have greater freedom in moving on the field and following the ball; though they have definite positions nevertheless. In the fluctuations of the game, they must be prepared to assume the positions of the more fixed points, when the latter are drawn out by checking or running. The general rules laid down for other players apply as well to the fielders; though no absolute rule can be made for the invariable conduct of an entire "Twelve," owing to the changes developed by the nature of the game. Every rule must be modified according to existing circumstances. It would be unreasonable, for instance, to make it a rule, that you should throw to the worst player; but there may be moments when by so doing, a game may be won. With some opponents you progress better by a weak defence, and a proportionately strong attack, and *vice versa*. If you have confidence in your side, individually and collectively, it materially alters your play. In fact, the Lacrosse-player has to use his own judgment of the position of affairs;

and though guided by a captain, no captain can supersede individual judgment, nor obviate the necessity for every man keeping both his eyes open, for the advantages to be gained, and the defence to be guarded, in the wavering fortunes of the game.

The eight fielders should be expert in every part of the game; especially quick, accurate and enduring. As a first principle, they should play to each other, and to the more fixed points, and avoid the temptation for long wild throwing. Time was when men could play a showy game, and establish a reputation for superiority: now there are too many practical critics; Lacrosse is better understood, and a player who comparatively ignores the rest of his side, is put down as more vain than sagacious. There is a time to throw, and a time to dodge; a time to advance and a time to retire; and the perfection of fielding is to do all this neither too soon nor too late.

Playing to each other, or "tacking" the ball, is the characteristic of Indian play; and not until it was imitated by the pale-faces, did the latter show any chances of defeating the red-skin. Fielding degene-

rates into a *mêlée* without it, and the object of posting the men is defeated. The fielders should always keep the disposition of every man in view, and never waste a shot or unnecessarily break their wind. If tacking is adhered to, this intense exertion and wild play must have an end.

It is easy to understand the merit of each man perfecting his own play ;—in fact, a good " Twelve " is always the result of individual progress : it is not *that* we deprecate, but the playing solely for effect and admiration ; the attempt to monopolize attention in so far as possible, and for the sake of separate applause, sacrifice the science of Lacrosse to hard running. It is vexing to a side to see a man persist in carrying the ball, when a throw to another in a better position would have accomplished the object more surely. To this pale-face fashion we have always attributed our defeats by the Indians They forget their individuality when hard pressed, and do not try to shine at risk of losing the ball. There is no egotism in their play when hard pushed ; they have a unity of aim and an alliance to play into each other's hands ; while we, working twice as hard, fail to combine our play or pin our faith

to each other. Lately it has been improved, and our success, consequently, nearer consummation.

Aside from the art of play, there is a combination of mental and physical qualities required, for which no length of leg can compensate. When Lacrosse was "in its leading-strings," it was considered the height of good fielding to rush frantically over the field, upset and be upset, and come out cut and bruised. If a man had shoulders like an Atlas, and the force of a battering-ram, he was the pet of his "Twelve," and the terror of his adversaries. The practical use of the crosse was by no means to be sneered at; indeed, in respect to the quick use of the stick, it was superior, in the home department, to the same art of to-day. The fielding, however, was very rough. To be spotted with mud from head to toe, was equal to a ribbon of the legion of honor, and a tough match was considered a cheap and capital way of draining mud puddles. There is more brain in the fielding and general play of to-day.

It is an Indian instinct, and should be a pale-face principle in Lacrosse, that the ball should be followed on or off the crosse, by the link of men in succession, as they happen to be near it, and with discretion as

to weakening one's side, by too much skirmishing from the vicinity of the man near whom you were originally posted. It is as important to follow a thrown ball which lights on the ground, as to give chase to a man carrying it, and the term "following the ball" includes both.

The Indians do not let our men carry or chase the ball with impunity. They bear down upon them, though there is no chance of checking; they never abandon the pursuit, and pale-face has to run a more literal gauntlet of checkers, than red-skin generally meets with in his progress on the field. The fact that an opponent, seen or unseen, is on your track, is likely to excite and confuse you, and sometimes spoil your throw.

"Following the ball" in Lacrosse is not a general chase after it;—that would be as absurd as an entire "Eleven" chasing a cricket-ball. No man is restrained from following it, in accordance with his own judgment, and that of his captain; but, as we said before, position should never be sacrificed, nor defence weakened, by too much skirmishing. It is well to give three or four men—not more—on a "Twelve" limitless action. They flutter around the

field in a raiding style, very useful in spoiling any pet disposition of the opponents, and preserving a balance of power; alternating between attack and defence. They harass the enemy's goal, and are lions in the path of dodgers; and if they do not attempt to play the whole game themselves, are invaluable anywhere and everywhere. They relieve any man, and support all, and fill a gap here and there in the nick of time. The beauty of this style is that the opposing checks at defence, never get used to the changeable character of the attack, consequent on the varied styles of the men, and that weak fielders are oftener sure of support, in case they fail in wind or ability.

One great fault of pale-face play, is a lack of foresight in anticipating the spot a thrown ball will fall; or rather the instantaneous action when the ball is thrown. The Indians do not wait to see where a ball will light before they chase it. They follow it the instant it leaves the crosse, and know, by the rise, exactly where it will drop. They retreat like a flash to the defence, if the ball goes towards their goal; or crowd down to the attack, if it goes towards that of their opponent. Where-

ever the ball drops, one or more natives are under it, or at it. What folly to talk of "men never leaving positions" under the circumstances.

Whenever the Indians can, they like to bunch at the goal. We would not advise such tactics in the pale-face game; but if you ever play opponents who practise it, do not leave the defence to Goal-keeper and Point; proportion your men to the numerical strength of the attack, always remembering that, though one man may be physically a match for two, no one man can do much between two antagonists tacking the ball over his head. Sir Colin Campbell received the Russian cavalry with a two-deep line, and made them turn tail; but any parallel defence of confidence in men in Lacrosse, however perfect your goal-keeper and Point may be, is dangerous.

A word about rough play. There is quite enough excitement in the quietest game without adding rough play to make it impetuous. Violent outbreaks of brute force are the death-blows to art, and not only injure the popularity of the sport, but tend to physical injury, sooner or later. Put a rough player where you will, and he shows roughness. In goal, he swipes at every ball; on the field, he has

no regard for his friends or foes, but throws full force, and swipes without mercy. There is always sufficient calls for exertion in ordinary fielding, without resorting to deliberate rough and homicidal play. Fierce checking and violent shouldering should be repudiated as contrary to the principles of the game. We have no objections to a good toss, and rather relish a tough tussle, but tossing and tussling should not be a rule of play. Learn the art of handling the crosse to perfection, and the different dodges, checks, throws, etc., and you will require to pay less attention to the art of shouldering. Cultivate scientific play, and any other will be hateful, as swiping is to good cricketers. We may lay it down as a leading maxim in fielding, that the cause of success of noted rough players is not a principle to be imitated. Some old players, who esteem themselves superlative excellence, have a good deal to unlearn in this respect. We would not be misunderstood in our ideas upon rough play. We do not wish to be restricted to conformity to a code of Lacrosse ethics, which will deprive us of the relish of shouldering a man if we please, while strictly obeying the rule on "rough play,"—especially

if the said man be bigger and stronger; but we repudiate the miscellaneous butting which in close contests, make men calculate what they will do with their shoulders instead of their crosse.

We were invited by an Indian chief, at Caughnawaga, early one morning last summer, to witness a game of Lacrosse on the common, among about thirty Indian residents; and after watching a hard-fought game of an hour, the gentle savage turned to us, and said, in broken English: "You can't play Lacrosse like that. You smash heads, cut hands, make blood. We play all day; *no hurt, except when drunk.*" It is very rare that an Indian is injured or injures ever so slightly when playing with his fellow red-skins; but when red meets white, then comes the tug of war—and we blame the latter for its development.

There is one other important consideration in fielding, which men are likely to forget in the excitement of the game,—we refer to over-exertion. No man should use himself up by hard running, unless a hard run is unavoidably necessary. Keep your wind and endurance as fresh as possible for the last game.

Should goal-keeper, point, cover-point and home always retain their positions?—Last season there was considerable controversy on this question, with the view of making it a principle that the above men should "never leave their places." Young players and new clubs—especially those who never saw the game played, and consequently knew nothing to the contrary—were deluded into the belief that it was correct; and several queries on the subject came to us from different parts of Canada. Otherwise, we would not think it necessary to repudiate a proposition, so patent a mistake to anyone who knows anything of Lacrosse. In the infancy of the game, it is well to definitely settle such issues, however, and we regret that such propositions are made without any previous experiment to justify them. Nothing is easier than to draw up plans for a grand campaign, but the difficulty lies in carrying them out. Nothing is easier than to propose fine theories in Lacrosse; but, like the Fenian projects to take Canada, they look mightier on paper than they turn out in practice.

It is well understood by the best Lacrosse-players everywhere, that no position in the game is, or ever

can be, absolutely permanent; that they fluctuate in accordance with the wavering destinies of the ball and the circumstances which grow out of these changes. To make any one or more positions permanent, would completely change the character, and destroy the uniqueness and beauty of the game. It would be like some games of chess, where a single pawn could checkmate, if it only had the power to move like a castle. It might be possible to have a perversion of Lacrosse, if two sides agreed to play with the above men permanently fixed, but a "Twelve" playing on such a stagnating principle, would soon have their fine theories scattered to the winds, while they might almost as well be spectators as participants, for all the support they could give their fielders. It is not usual for a man carrying the ball to get in the way of opposing checkers, if he can help it; and there would be less probability of it than now, if any certain men were "never to leave their places." The result, too, would be to over-tax and break down the fielders, and give either the attack or the defence men—as the game was going—a wearisome repose, instead of that division of labor which alone can make a

"Twelve" on a hard-fought field successful. It would be like holding a reserve of skirmishers in check until the advance were all cut off. In the chapter on "Goal-Keeping," we have endeavoured to show the necessity for goal-keeper sometimes leaving his place; in describing the duties of Home, Point and Cover-point in the present chapter, we have also attempted to prove the same necessity in their cases. It may be well to illustrate this point more fully in its individual and collective bearings, as recognized both in Indian and pale-face play.

The men chosen for the several particular points are their legitimate possessors, with prescriptive right at proper times to move out or in, or dash down the field; but the vicinity they occupy should seldom be left vacant. If Point utterly forsakes his post, Cover-point or a near fielder should retreat to the vicinity; if Cover-point leaves, an adjacent fielder should take his place. The fielders nearest at any time to the special points, are always their supposed supports, and should relieve and support them when necessary.

The number of men on each side influences the

movements of the special points. If there are only twelve on a side, these points necessarily have more leg-work.

We would like to see it made a rule that goal-keeper, Point and Cover-point—especially the two former—should limit their range to their half of the field, unless they made a permanent change, or the game was very favorable for their side. This would give them scope enough, would always ensure a good defence, and better systematize the posting of the men, as the adjacent fielders would know their original positions from their vicinity to these points. and would not be as likely to neglect them. Indeed, in difficult defence, this must necessarily be the management; and in any case, it is the safest play.

The exact position of Home must be governed by many circumstances. The ball is not always thrown to him in the same way, and sometimes not to him at all. If a fielder has a chance to carry a game safely, it would be folly throwing to Home, and trusting to him to put it in. Because a man is Home, it does not follow that he always has the best chance of scoring game. If the rule was absolute to throw to him, goal-keeper would have an easier

time of it, and games would be of longer duration. Recall the strength of a rallying attack, where two or more opponents, tacking to each other, work the ball up to the flags; how weak in comparison would be the solitary dependence upon Home! Home often must "leave his place." Whenever he can get to a ball thrown wide or over the goal, before an opponent, and before any other man of his side, he should do so. If he, sooner than any of his side, can prevent an opponent getting the ball away from the goal, he should certainly do it. It often happens that he can reach wide and over balls before any other man of his own side, and prevent an opponent pitching it away from the critical vicinity. Whenever he leaves his place, under any such circumstance, the nearest link should close to the goal-crease, ready to strike in any throw; while the other links dispose themselves to check the movements of adversaries who should run to the defence.

We would not like to see Lacrosse so revolutionized as to make the permanency of any position compulsory, but the common sense of players should guard them against running to the other extreme,

and forsaking them. Many otherwise good players, have a chronic habit of wandering from their position, and the vicinity of the man they are posted to check.

And here it may be necessary to remind admirers of Indian tactics, that we do not take the Indian as a perfect model, and, therefore, do not imitate their actual disposition or play. They are never posted with regard to us; they like to get away from our fielders as disagreeable neighbours, unless their goal is attacked, when they exhibit a wonderful unity of defence, utterly regardless of all previous arrangement—parallel with the bunching game at the goal of the opponent.

A few general rules, and we have done with "Fielding."

1. Do not leave men unchecked—especially near your goal.

2. Always warn your men who straggle.

3. Two checkers should scarcely ever tackle one dodger.

4. Two opponents tacking should be checked by two men.

5. Do not form knots either in defence or attack.

CHAPTER XIII.

GOAL-KEEPING.

No moment in the game of Lacrosse is of more intense and nervous interest, than the critical junctures of attack and defence at the goals. The fate of every game culminates at one or the other. No score can be made by any other play than that which puts the ball in, and then the score is not individual but collective.

The moment the ball is thrown to goal—with no chance of interception until it gets there,—the whole fortune and stake concentrates in responsibility on the individual skill of its keeper, irrespective of all play that preceded it. Nothing antecedent to the straight throw or tip, which is to win the game or be stopped, can in the least avert the danger. There are many chances of retrieving a mistake on the field, before it becomes critically dangerous, but

if goal-keeper misjudges a shot, or fails to stop a ball, at least one game is irretrievably lost. Let the ball through, and you may rest on your crosse, while your antagonists throw their sticks in the air, and "hurrah!" and your side look glum and blue. Point may be Point to perfection; Centre may be all that could be wished, and your fielders swift as the antelope, but of what avail, if you fail? Brave defence cannot compensate for loss of victory. What matters it, comparatively, if the ball passes any other player; nothing is really lost? Who blames a fielder if he evades swift balls?—but who forgives the goal-keeper?

The single responsibility is the principal reason, why so few players select the goal in preference to any other position.

It is a common error to suppose that the Indians never had special men at the goals. Where the single pole was used there was no necessity for a special defender; but wherever the present goal was in use, one or more men were placed at the flags, or conveniently near. Proximity to the goal was governed by the size of the ground, the number of players, and the face of the game.

On fields of a quarter or half a mile, it was left comparatively unprotected, unless the game was pressing hard towards it; but on moderate sized fields it was common to have special men posted, unless the number of players was unusually small. Basil Hall, writing of the Creeks of Alabama, and of a game he saw in a field 200 yards long, fifty players on a side, says, "I observed that each of the goals or wickets, formed by the two boughs at the ends, was guarded by *a couple* of the most expert players, whose duty it was to prevent the ball passing through the opening;—the especial object of their antagonists."

An observer, looking at our game, easily signals out the special man who defends the flags, because the goal-keeper is nearly always at his post; but it is quite probable that the specialty in the original game, may not have been noticed as particularly by others as it was by Hall; as the Indian game was more individual, and every man on the field was ambitious of *carrying* the ball to the goal. The original goal-keeper did not fear long shots, or sudden sallies, as the play had little system after it began, and the only principle of every

man was to follow the ball, and concentrate entire interest upon himself by a carry. We have, however, positive testimony, that special men at the goals was the rule whenever the present kind were used, and we know it is still the rule among the Indian players of Canada, though they have often told us to the contrary, and advised us not to train one. We rather fancy they would approve of not training special men for goal, for good goal-keeping has so often baulked their best shots, and defeated even four and five of them, tipping and swiping at the flags. Who doubts whether the splendid Indian goal-keeper at the Montreal matches on Dominion Days, 1867 and 1868, was goal-keeper by chance or selection? And why does each succeeding year develop better red-skin goal defence? Simply, because one individual man trains for the post.

However, it is not what the Indians did or do among themselves; the question is, does our game necessitate special men at the flags? We have seen that wherever the present goal was used, the Indians had certain men at or in proximity to each winning point, and the reason why our

game absolutely needs trained goal-keepers, may be summed up in a few words. The small fields to which we are predestinated in towns and cities,—even on this continent of great lands,—and the change from carrying, to a game of accurate throwing from all positions and distances, which makes the goal a target for good shots, might be sufficient reason; and when we consider the importance of that open space being well protected when the ball is thrown to it; that it is only six feet high and wide; that the ball is only nine inches in circumference, and that the objects of posting the men would be greatly frustrated if there was no one specially charged with defence of the flags, you will, doubtless, see the necessity for a trained goal-keeper. It is difficult to write in this connection without writing of ourself, but not egotistically, we hope. Eight or nine years ago, when we defended the goal of our Club, the matches for the championship were emphatically games of defence on our part. We used to keep a score of the balls stopped during a match, and at one, in 1860, our crosse saved game fifteen times in a little over an hour, as is chronicled on the stick we

then used,—peace to its cat-gut! At several matches succeeding, when goal was crowded by opponents, or swift shots came at the flags, within a distance of twelve feet, no one would deny the necessity of accustoming a special man to guard that portal?

A trained man at goal strengthens the confidence of the men out on the field, as infantry supports do the confidence of cavalry. A single long throw from the centre of the field, alters in a twinkling the face of the game, and may give an advantage to the home men, which no speed of leg can prevent before a strong attack is made. The art of stopping a home man's shot or tip, is entirely different from any other play, and needs special practice as well as dodging or checking.

You may sometimes hear men who are good hand-ball catchers say "Oh! anybody can keep goal; I could *catch* any ball you throw, *with my hand.*" Let us tell you a personal reminiscence, which may serve as a warning to such ambition. A friend several years ago made just such a remark to us, and consented to try the experiment. The flags were placed only four feet apart: the first

few shots were as slow as could be thrown, and were caught, of course. We then moved off to about thirty feet from the flags, and placing the ball on the lower angle, let fly straight at the mark. Our friend's hands did not stop it, but his stomach did. Closing up to about twenty feet, we threw a moderately swift ball, which struck the ground a few feet in front of *notre ami*, and suddenly bouncing up, hit him under the chin with such force as to make him yell with pain. We never knew a better hand-ball catcher than the above experimenter, but he is now thoroughly convinced, that hand-ball catching and goal-keeping are two very different arts.

Many crack players dread the responsibilities and dangers of goal-keeping. We have seen veteran fielders shrink up like the *mimosa sensitiva* at the very approach of a swift ball, which a trained goal-keeper would no more mind than a pea. A man may even stop balls well enough out on the field, but put him at goal, and confidence gives way to trepidation. Not only does he find himself a target within a limit for the swiftest of shots; but dreads the responsibility at his back, the fear of

making slips, and the nervous anticipation whenever the ball is shooting within his vicinity.

It is rarely you meet with players magnanimous enough to throw at goal in the way you would prefer, or a little slower than you would suggest. They may put the greatest amount of brute force into their most violent throw, and you must not budge or move a hair of your eye lashes. Have you ever had an opponent, noted for hard throwing, pick his ground ten feet from you, and send the ball whizzing from the lower angle down the netting straight at your face? And has it not felt pleasant when it smashed through your crosse, raising a half of a duck-egg on your forehead, and giving you an imaginative demonstration of sidereal astronomy, commonly called "seeing stars"? But that's no odds, if you save game for your side in a match. School boys should never cry when flogged, and goal-keepers should never flinch when hit.

The first virtue of a goal-keeper is to forget that he has nerves, and simply accustom himself to stopping balls, high or low, swift or slow, because they have no business to pass him.

There are qualifications required of a goal-keeper in an eminent degree, which, owing to the singleness of his responsibility, are as imperative as a strongly woven crosse. If it does not need courage to stand at the flags, and fear no pace of a ball, which would kill a dog if it struck it, tell us what does? What needs more undivided attention, more promptness, self-reliance and coolness, than when your goal is crowded by four or five red skins, and your own men in a desperate attack and defence? Who would change positions with you under such circumstances? If the several men in front of you cannot prevent a shot or tip to goal under such circumstances, how, unerringly certain must be *your* defence. Not only do you lose the game for your side if you let the ball through, but your reputation, and peace of mind. Any other man may pass muster, but you are a sinner. And bright and soft eyes do not look at you graciously any more—a serious trouble, everybody knows, to young fellows unwed.

But let us smooth the way for your defence of goal. We like to go to the flags with shoes on instead of moccasins, and, if throwing at goal from

short distances is to become the rule, we intend to wear leg-guards, as in Cricket, for why should we needlessly expose our shins to fracture. Our principal reason, however, for wearing leg-guards will be hereafter seen. Both hands may be gloved, but a glove on the left, padded on top, is sufficient. Our crosse, for goal-keeping, is of light, limber ash, and the cat-gut netted with twisted clock-gut strings, doubled. The lower angle needs double strings to the end. Every goal-keeper should have a foot-measure marked on his crosse, from the butt upwards, with which to regulate the height of the flag-poles. The flag-pole is a measure for the width of the flags apart, and the distance of the crease, but the crosse measure is more convenient. First, make these measurements, and correct them by permission of the umpires. Then study the ground around your goal; observe any ridge or depression within twelve feet, at which the ball might hop. The flags have no orthodox position like wickets. If better ground can be had to post the flags, ask permission of your captain. Tramp down lumps and make the ground as level and smooth as possible. If the wind is blowing strong,

slip elastic bands over the flags, so that they will not interfere with your sight and crosse. If the sun is in your eyes, the more pity for you, and luck for your opponents; but have a moveable peak to your cap, which can be regulated and extended as you prefer.

We always turn our face to goal and draw three lines with our crosse,—one from each flag-pole, and one from the centre, out about seven feet in front, so that when our back is to the flags we may be guided by these lines, without having to glance behind, as to the exact middle. Some years ago we lost a game by misjudging our position, as we stood a few feet from the line parallel with the flag-poles. Originally we played with the poles seven feet apart, but the average perfection of throwing became so increased that it was thought fair to goal-keepers to narrow it to six. Goal-keeping, therefore, is a shade less difficult, especially in crowded contests, than in the olden time.

Be particular about your crosse. Do not use hickory; if you find it too heavy. Get the very best clock-gut, and sacrifice looks to strength.

At the match before H. R. H. the Prince of Wales, the whites had two goal-keepers, and the

result was imperfect harmony of action. If the ball was as large as a football two men might work together, but with a Lacrosse ball, never. One trained goal-keeper is all that is required ; more only obstruct and weaken the field. It is like having two batsmen before the wicket, or two wicket-keepers behind them. If you find it necessary to act on the defensive, strengthen the links out from goal, but avoid crowding and confusing your keeper.

Position.—Stand about the centre of goal, two feet out. If the ball is nearing you stand about half a foot forward, and never get immediately between the flags. The advantage of being a foot or two out will soon be demonstrated if you have much experience at goal. For instance, a grounder may be partially stopped, but, by a slip, pass you ; if you are between the flags the game is lost, but, if a foot or two in front, you may catch it, as we have frequently done, before it reaches the losing line.

When the attack is towards your flags always have both hands on your crosse, right hand at the butt, left above the collar; the side with which you play facing the front. The left foot may be a little in advance of the right if you know how to

use your feet in goal-keeping, but, if not, keep your heels together. If the ball is thrown from any distance past the goal-crease, or, if you are attacked by one man dodging, or Home tipping in the ball, keep an easy almost erect position; but in close, crowded play, when the ball is being fought at a few feet in front, and you see it careering under feet and between legs, stoop down, or half sit on one knee, and watch it with eagle eye, taking a short grasp of your crosse. The former erect position is the usual "Ready" for any shot, and is the safest position for young beginners; but it may be laid down, as a rule, that when your goal is not crowded, it is better to stand up; when crowded, better to stoop.

Never sit or lie down at your goal when the game is going on. Let us relate a thorn in our reputation. At a match in Ottawa between our club and the "Ottawa," we heard the cry of "lost ball" during one of the games. The players of both sides stood and squatted in repose for some minutes, and our Point said, "the ball is to be faced when found!" As we had been very ill on the way up to Ottawa, and felt uncomfortable in our principle

organ of digestion, we ventured to take a *siesta* on the ground until the ball was found. We were mentally analyzing the cause and cure of stomach-ache, when something flew over our head, and a wild cheer followed. Like a shot we were up, but to find that one of the "Ottawas" had just jumped into goal over our head, with the ball on his crosse; having found the lost rubber and stolen down behind the crowd, who were within ten feet of the flags, and got between our Point and goal. The feat was very properly declared a "fluke," and no game, as the ball was lost, and every one expected it would be faced for. We would certainly not have sat down had the ball not been declared lost, unless our side had it all their own way at the opposite goal; but this reminiscence may serve to teach a principle to goal-keepers, and that is, to take nothing for granted, but *always* be on the *qui vive* until game is lost or won.

The variety of guards used at goal may be enumerated as follows: 1st, the Cut; 2nd, the Block; 3rd, the Flat Check.

1st. *The Cut.*—Is the guard by which you strike at coming balls of all kinds; and is used in emergencies,

when goal is crowded, and when your object is to drive the ball to any particular man of your side. It too often degenerates into swiping; is the safest guard, but severe on the netting of the crosse.

The side of the netting with which you cut, depends upon the kind of ball, and the position from which it is thrown. Balls may be cut well with either side; but it is better to take the most of those which come above your hips, with the opposite side to which you play, handle down; all below, with the playing side, if they are thrown from a straight point in front. Balls which come swiftly at your centre, from a right or left angle, however, should be met by the side of the crosse which will bring the wood towards the flag pole, past which the ball is coming;—for instance, if it is thrown from a point at right angles with the flag pole on your right, meet it with the left face of the netting and *vice versa*. The principle of this is, that the nearer the ball strikes to the wood the less likely it is to bounce off, and that you meet it sooner with a wider surface. A goal-keeper must, nevertheless, have equal confidence in either side of his netting.

Cut by a half hook, catch and strike. When the

ball is just touching the netting, draw back your crosse quickly, which will deaden the shock and prevent the rebound of the ball, and in another motion cut it away to any point desired, or retain it if you have a chance to throw. This sudden retroceding motion, as if recoiling from the ball after it touches the netting, and then striking it away, is one of the most important parts of stopping. Swiping at a ball is both injurious to the crosse and unscientific. Study the art of cutting to right and left, wherever particular points may be. Under some circumstances, such as when one or more opponents stand at the goal-crease, ready to knock in a ball about to be thrown, you must strike at it without the receding movement. Prefer cutting to either side of goal than to the immediate front, but keep your eyes open and cut to the man least checked. Study to cut exact to any distance.

2nd. *The Block*—Is the other common guard for all balls, especially short quick throws and tips. The difference between the cut and the block is the same as in meeting a ball with a cricket bat, to score, and with your hands as in hand catching. The rule in the former as in the cut, is for the bat to strike

the ball, not the ball the bat; while in the latter, as in the block, the ball strikes the hands, not the hands the ball. The aim of the batsman is to score by a good hit; of the goal-keeper to block, so as to retain the ball for a throw. If you do not wish to retain the ball, block and cut. The receding movement described in preceding section is advisable. You may use either side of the netting, but the former rules, given in connection with this, apply as well to the block as the cut.

If the ball slips in a block or cut, catch it up smartly and draw it towards the front.

3rd. *The Cover* (see illustration 4) is often available, but requires practice and caution. In blocking, you may secure the ball by a quick cover check; but it is principally intended for grounders. Always cover with the reverse side of the netting to which you play, and do it quick and close. The ball should stop about the middle of the netting.

Special use of Hands, Feet and Legs.—The laws very justly allow the goal-keeper to touch the ball with his hand, while within the crease. Very often a slip is recovered and patted away by the

left hand, and some useful and pretty play made in tapping it up in the air, and keeping it out from the flags after it has bounced on the netting of the crosse. It is a common thing to cut and block balls with one hand as an assistant to the crosse. There is no license, however, given goal-keeper to catch and throw with the hand.

The proper use of the feet is part of the science of goal-keeping. When you block a ball near the edge of either flag pole it is liable to slip sideways; as these balls are generally stopped at arm-stretch, when you cannot bring to them a full face of the netting. The instant you block at either side spring to that side; bring the nearest foot in line with your crosse, toe to the stick and follow with the next foot, heels in line with each other. This gives a guard the width of your crosse and two feet together, and has often, in our experience saved games. Had you feet like the Monosceli Indians of whom Pliny writes, who sheltered their whole body from the sun with the only foot they had,—having only one leg,—you would certainly be able to introduce some new and startling methods of goal-keeping.

The legs, from the ankle to the hips, are sometimes

made the innocent victims of hard shots; but, when stopping grounders, it is a good plan to close the legs together and meet the ball with them, as well as with the crosse. The use of one leg as an auxiliary of the crosse is invaluable if you do not mind knocks.

About leg-guards. That swift balls hurt one's shins will be generally acknowledged without experiment, and we do not see why a goal-keeper should not protect his lower extremities, as well as a batsman before the wickets. The Indians never throw hard at goal when playing among themselves, but the pale-face substitutes swift shots for the Indian way of bunching and crowding. As a goal-keeper we never intend to complain of the swiftest and strongest balls, lest some might think we dreaded them; and we do not. But if men will throw balls at goal hard enough to smash any netting that was ever made, and, sometimes any bone that ever stood in the way, it is but fair that its keeper should, at least, have some leg-armor. But it is as much, if not more, for the sake of the greater confidence leg-guards give a man, and the better use he can make of his extremities in low balls. For the same reason shoes or boots are better for a goal-keeper than moccasins, because balls

striking the latter hurt the feet, and a man will not risk his toes in "toeing" a grounder if he has anything soft covering them. We know no leg-guards better for the purpose than those used at cricket, though they might be made so as to be more easily put off and on, in case goal-keeper wanted to make a good run, and had time to take them off.

Grounders —Always cut or block grounders which do not come straight, but to either side, with the bend of the crosse nearest the ground, as they thereby strike the wood, instead of the bare netting near the leading strings. If the bend is down it gives more surface for stopping. Place the crosse on the ground, with the tip directly up, and the whole stick, from the butt to the bend, is on a level: reverse it, tip down, and butt touching ground, and there is a space nearly its entire length through which the ball can pass. The principle is that the former brings the largest and safest surface to receive the ball.

When grounders come straight in front of you, stop them with the crosse perpendicular, or butt slightly pointing over the right arm.

Grounders should be cut within two feet of your position. If cut too far from where you stand,

the ball is liable to slip; if too near, the object of the cut is not as easily attained. The block should be done within half a foot; the cover, when the ball is about a crosse's length. In the two former, keep the handle advanced to prevent the rise of the ball. If a grounder is coming slow, and the chances are safe, go out and meet it; but this, however necessary, requires the utmost caution.

Grounders may be caught when blocked, but never risk a catch or a block when an opponent is close to the crease.

Hoppers—Are generally hard to meet, because they rise so unexpectedly from a short distance. You get absorbed in the attitude and mode for stopping some certain ball, when suddenly it strikes a ridge or lump, and *ricochets* into the flags quicker than you can recover. Hoppers generally rise at points between your breast and hips, and you should always be on your guard against them, as no ground is to be trusted.

Straight balls.—If swift, keep your ground; if medium or slow, move out to meet them. Remember, these are the most difficult to stop, in the following order:—1. An inch or two above the navel; 2.

The chest; 3. Head, or above it; 4. The knee; 5. Below the knee.

A dead-shot, thrown on a line with the first, will puzzle the most of goal-keepers, because it is difficult to bring, quickly, any large surface of netting to that point. Sometimes a sudden leap upwards answers to do this; sometimes, reversing the position of the crosse from a ground block, and dropping down on one knee, presenting the full surface of netting to the ball. Any straight ball that can be cut may be blocked. Balls may be struck to the ground in front, and caught; but, when caught for an intended throw, always go to one side, clear of the flags, before throwing, as it is never safe for goal-keeper to throw from a point immediately at the crease. A goal-keeper—a friend of ours—once blocked and caught a ball, and, being attacked by an opponent, *ran through his own flags* with it to get an opportunity to throw, and so scored a game for his antagonists. Do not do that.

Balls below the line of your hips are easier stopped with the side of the netting you use in play; those above, with the reverse side, the crosse perpendicular, netting up and butt down. Straight balls,

which come at the chest, we often sweep up and backwards over the top of the flags if home is near.

Curved Balls.—Balls which come in a curve are very deceptive to the eye, as you cannot tell exactly where they will drop until they have commenced to descend. Get a partially side view of descending balls, if you can. Thes afest plan is to cut them; or practice first block, and then catch if you can. Cutting is the surest. You are liable to misjudge the time in blocking. The position at which you receive the ball is important; that is, it is safer to be too far behind it than too far in front.

Angle Shots.—Shots which are thrown from a right or left angle with the flag poles are very puzzling. We find the safest way to stop them is to stand on a line, or a little outside of the flag-pole nearest to the thrower, and meet them as if the goal was immediately behind. In this position you stand with one side to goal.

Tips and Kicks—Win many games. After you have cut a ball, it not unusually happens that it is tipped or kicked back by one or more opponents near; especially when goal is crowded. The great quickness in stopping these balls can only be

acquired by practice, until it becomes a habit to meet them as if by instinct. It is quite a different kind of goal-keeping from a clear throw.

Sweeps.—Are the most dangerous and difficult to stop; and differ from swipes by being more short and quick. A swipe is a regular strike, as in shinty; but a sweep is when a thrown ball is caught on the wing by "Home" for instance, and driven into the goal. Such shots are very deceptive, as they break the line of vision between the eye and the original throw, and oblige it to catch up a new line at a very difficult pace and distance. The rule is to watch the coming ball, and if it is evident that "home" will sweep, concentrate attention on him just before the ball reaches him.

In all methods of stopping, bring the largest surface of netting to the ball; never pin your faith to the lower angle.

In grounders or straight balls, it is easier to stop those to the left than to right, because you have more command of your crosse to the left, if you hold your right hand at the butt, as nearly every player holds his stick. If you hold it by the left hand on the butt, the rule is reversed.

We keep in the centre line of goal, and when we know just about where a ball will come, we mentally say "right" or "left," "high" or "low," as they are to be stopped, and accommodate our position accordingly.

Dodging into Goal.—If your defence aids let an opponent get between them and the goal, look out for a dodge. If your opponent charges at you headlong, stand about a foot from the centre of goal, at the "ready"; watch the ball on his crosse attentively, and if he throws make a quick hard cut or block, and bring your body square, to prevent him passing you, if you can. If you see he is attempting a fair dodge, and not bearing down upon you like a hussar upon a foot soldier, follow the same rules, minus the body check. Generally a dodger throws into goal under the line of your stomach. At the "ready," you have your crosse in the best position of preparation for any low ball, or ordinary check.

If your opponent attempts the throw and strike described on page 115, you may wait for the ball, if it is struck from beyond nine or ten feet, as the probabilities are that by running out you might

miss. If it is about to be struck from a nearer position, spring at your opponent, hit his crosse as it is striking at the ball, and either hit it, or kick it away with your foot when it falls. Practice in stopping these balls is essentially necessary.

Long, Medium and Short Throws.—Long throws are the easiest to stop; medium are more deceptive; short, bring out the science of goal-keeping. Miscalculation of any throw is liable, where strict attention is not given to the ball *before* it reaches the flags. The longer you can keep your eyes upon it, from the instant it leaves the thrower's crosse, the better will be your calculation. The difficulty of short throws, is that you have so little time to catch the line in which they are coming.

Swift and Slow Shots.—Allowing for the extra weight of a cricket ball, the danger of stopping a short swift lacrosse ball, thrown from the lower angle of the netting is greater.

It is a mistake to suppose that swift shots are harder to stop than slow. They make a young goal-keeper anticipate injury, and nervous, but when accustomed to the habit of stopping he fears no pace. We have always found slow balls more puzzling and

more likely to be missed than swift. The Indians generally win by slow close shots, and curved balls dropped upon the flags. A swift straight throw is easier to stop as a rule, because you can calculate upon its course better than a moderately slow. The effect of swift balls is increased by their liability of breaking the netting of your crosse, and exciting the terror of maiming.

Bunching Game.—It is the highest art of goal-guarding to contest successfully against a bunch of opponents, especially if they be frantic Indians fighting your men for the ball. Stoop down low, and keep your eye on the ball. No opponent has a right to stand waiting for the rubber so as to impede the action of your crosse. The Indians used to do this, until their feet and legs were so unmercifully mauled that they gave the goal-keeper room for action. Do not let Point help you in a bunch: he ought to have enough to do without backing up parallel with you. A ball, tipped or thrown at the flags, should be stopped by only *one* crosse after it passes the line of the goal-crease; two, or more, only interfere.

Regulating Points.—It would be a wise principle to establish, that goal-keeper, if he has the tact,

should regulate the positions of Point, Cover-point, and any connecting links, as wicket-keeper in cricket regulates the field. His quiet position enables him to see when men leave their places, and when opponents manœuvre in attack. So much ultimately depends upon him, that it is but fair that he should have some power to keep his defence aids in their places to prevent a sudden attack. It is quite common for Point and his links to get out of their places, and for games to be lost because they were too far from goal, and no one but goal-keeper can always see when they are too far out. A wicket-keeper's tact wins many a wicket, and a goal-keeper's can save many a hard attack at his flags. If it is necessary to give a man this power—even with a Captain—in a game like Cricket, where the points are comparatively stationary, how much more is it necessary in Lacrosse, where the shifting of one critical point may endanger a game? Goal-keeper, however, must not lose his wits, or, by too much commanding, forget his principal duty.

Difference between Batting and Goal-keeping.—It is a mistake to suppose a good batsman must easily become a good goal-keeper. No doubt he can become

so sooner, as a rule, than a man who has not had his hand and eye educated by swift balls; but there is a wide difference between batting and goal-keeping. In Cricket the batsman knows that the bowler aims solely at the wickets—that to tumble the bails is his object. In Lacrosse, goal-keeper has a space six feet high and six feet wide to defend; and, while one ball into the wickets only puts one man out, generally, one ball into goal is a lost game, invariably. The bat covers the wickets, and the batsman's body is scarcely exposed to accident, except by his own carelessness. The crosse and you, together, cannot cover the goal, and you are a target for swift shots that have no compunction whether they hit your crosse or your face. The difference of pace and curve in bowling is not as puzzling as the many kinds of shots to goal, and the various distances from which they are flung and tipped. The Cricket ball is always delivered within the bowling-crease, and you always have the orthodox distance from it to judge; but in goal-keeping you can neither foresee the distance of the next ball, nor whether it will come high or low, swift or slow. We consider it easier to block the same paced ball, at wickets, than

to stop it going into goal. Much of the fine science of batting might be introduced into goal-keeping, but it is risky, considering the width and height of the flag poles. Science in goal-keeping is not batting at all balls, but turning some to the right or left of the flags, and retaining others.

Accidents.—If you lack courage and confidence you are almost sure to be injured by swift balls. Stop a ball determinedly and your crosse will bear the brunt; shirk, and your body will probably suffer.

In close conflicts around goal you are liable to accident from strokes of opposing crosses, especially when playing with Indians. They get very savage in such tussles. At an Indian match we got a stroke and a drag on the back of the left hand from an Indian's crosse, which opened a slit of an inch and a half in length, through which was afforded to the lover of anatomy a charming prospect of the articulation of the knuckles.

Getting yourself dissected to save a game is not a pleasant thing to look forward to, but, if you save the honor of your side, never mind a wound. You are not to invite it, but you must risk it. It is a very

rare thing, however, to hear of any very severe accident in Lacrosse.

Should goal-keeper ever leave his place?—As a rule, if there is only one reliable goal-keeper in a match, he should not exchange permanently with another player; but there are occasions in nearly every match when games are saved and danger averted by a reasonable desertion. It would be folly to pass the goal crease if the game narrows to a bunching attack: in such a case, whether your opponents are unskilful players or not, you should keep your post.

If an opponent has a clear field, and makes an unchecked charge at you, what should you do? Run out to meet him?—as ten times in twelve you'll be advised. No, decidedly not; even though you are confessedly the best check on the field. The folly of going out to meet such an emergency is clear. If your opponent knows anything about dodging, he will throw over your head, or pass you by some carried dodge, and make a dash at the flags; or he may dart to one side, and make a clean straight or curved shot, which when you turn to follow, you'll see entering the goal! Even if he is a

poor player, he may throw the ball over your head into the goal before you reach him. The probabilities too, are, that you are not as good at checking as at goal-keeping, and it is best to choose the least of two evils and receive your opponent at your flags as advised. We have lost several games by running out to meet an opponent in such a case, and only saved one. Now we always stick to our post, and trust to skill.

If the ball is thrown towards goal, and lands midway between an opponent and you.—You may if good at a dash, run out, and flat check or tip away if opponent is close. But never try experiments or run any risk, especially in a match. Sometimes too, the ball drops behind your flags, or in some spot near, which you can reach soonest. In such a case you should save your aids, and run out. Your quiet position walking the goal-crease keeps you comparatively fresh and winded for such dashes, and you have, too, the advantage of proximity to the ball, which imperatively demands that you should run out to get it. But never challenge or accept a tussel with any opponent. Point, of course, should go into goal when you leave, unless he has opportunity to move

to a good position to receive the ball from you. There are a few other general principles which may guide you in every case. Be within the goal-crease whenever the ball is thrown at the flags. If "Home" is so near that he might check your block, prefer to let balls pass which shoot wide of the flag poles. Do not attempt a run down the field if the game has been, and is likely to be hard against you. It is not safe to venture past Point's position if he is the only man to replace you, unless your men are having it their own way. If there is no reliable man to relieve you in a match, better keep your position; but while that is, emphatically, defender of the goal, you should occasionally relieve some over-taxed player, when you judge it to be safe,—who can either replace you or change places with an easier post. There is a sort of duality in the duties of a goal-keeper, which depends for its exercise upon his own judgment.

There are many puzzling occasions which test the worth of a goal-keeper. For instance:—the close throw and strike of an opponent who has reached your flags; the sweeping of the ball on the wing into goal by "Home"; and the quick succession of tips, swipes, and kicks of a crowd of checks. The most

critical point we know of, is a practice common among the Indians. One man will carry the ball, or it will be tacked up near to goal, while "Home" closes in, and a fielder goes behind your flags when you are absorbed in watching the manœuvres in front. In an instant a curved ball is thrown over the flags to the fielder behind; he catches it, throws it back, dropping it just within the goal-crease, the opponents near closing up in the meantime, and hitting the ball, when it is within reach, into your flags. Or perhaps the opponent in rear of your goal, surprises you by closing in and sending a grounder through—which is not game, of course,—which "Home" tries to strike back. It is hardly possible that such a crisis can arrive and find you without your aids to check; but it is a breathless moment that needs courage and self-possession.

A fielder should be close enough to assist in front, and to check any opponent in rear of the flags. Goal-keeper should keep the whole situation in his eye; and never lose sight of the ball. Check rear throws the same as if in front, and if they go through or over to the front, wheel round to the defence. Depend altogether upon "cutting"

when your goal is crowded. Have no trepidation about cutting emphatically, despite the proximity of opponents. We never considered a deliberate blockade and ram deserving of fairer play than we got. If opponents choose to impede the freedom of your crossse in cutting, let them take the consequences as on the field. They generally give the goal-keeper short swift shots: the keeper consequently should stop balls regardless of opponents near. You cannot afford to be generous, and risk defeat.

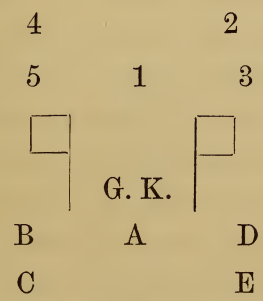
When balls are thrown from either angle, leave as little of your goal exposed as possible. If "Home" closes in, he may strike away your crosse as you stop the ball. Whenever you are likely to be checked, invariably "cut."

Always have both hands on the crosse when stopping any ball.

Special Practice.—If a club expects to have a reliable goal-keeper, it must give him special practical training, which he cannot get by the usual play on the field, or the little practice of ordinary games.

The very best, and equally good for all parties, is to place the flags in the centre of the field, to

radiate players from them, at different distances,—as seen in the following diagram,—with three or four balls, and give it to goal-keeper hot and heavy. Begin by long shots, closing into the goal gradually, until one ball will be sufficient to keep up a succession of tips and throws, that will make a goal-keeper active on his pins. We have found an hour's such practice more benefit than a month's ordinary play. Goal-keeper turns around and changes position rapidly to meet front and rear balls. They should be thrown from every angle and with diffierent degrees of force. Whenever he stops the ball, he throws it to either front or rear. The throwers take their turn, if they have only one ball.



The ball should be thrown in every possible way. It is excellent practice to have one or two

good throwers aim in succession at the following points of your body, or on a level with them.

1. Head, or about it.
2. Breast.
3. Stomach.
4. Knee.
5. Ankle.

A word, to players, about taunting or carping a goal-keeper, when he happens to let the ball in. Consider the number of balls missed out in the field, where there is no great responsibility to make one nervous about stopping them. Consider the entirety of this responsibility upon the keeper, and the common reluctance to assume it. Put yourself in his place for one match, and trust me your depreciation will vanish. We doubt if any one can take a defeat more to heart than the goal-keeper who lets the ball through. No bitterer pill can he swallow. Sooner would he be maimed and smashed if he could thereby save game. Whose crest falls most when the men come off a lost field? Who, metaphorically, wears most willow?

We knew a goal-keeper, whose crosse never stood hard balls. Finally, in desperation, he wove himself one; doubly twisted the strings and in-

terwove them with wire! It was far too heavy and failed completely; and was broken by him, under foot, in anguish, after the loss of two games in succession at a match.

A word to goal-keeper. You must make up your mind, to endure reproaches patiently, and defeat bravely. Study to succeed; and, believe us, goal-keeping is a post worthy of practice, and infinitely more responsible in a hard-pressed match than all others. When the ball is sent whizzing outside of the goal, and your opponents shout "game," when it is not game, we hope you will not feel as vexed as we do. It jars on our nerves like a false check to an old chess-player.

We have often let balls through and failed to practice what we preach; but we feel that if we had our goal-keeping life to live over again, we would insist upon special practice; and with a month's such training, we believe we would defy anyone to put the ball in. Of late, however, there has been encouragement shown to dangerous throws at goal, such as the throw from the shoulder; and notwithstanding that these methods of play have caused accidents, and have made several good players give up playing altogether,

they are still in vogue. No goal-keeper can possibly count upon safely stopping them; and if they are not prohibited, in course of time there will be few goal-keepers without smashed faces, and Lacrosse will surely degenerate.

We feel we cannot better bring this book to an end, than by beseeching players not to cultivate rough and dangerous methods of play, merely because they are successful. If it is unfair and wrong in Cricket and other sports, why not in Lacrosse ?—and where is the honor of taking advantage of little imperfections in the laws, and resorting to force, instead of cultivating accuracy and skill. Particularly at goal, a man wants to be shown fair play, or no good man will occupy that position. If you expect goal-keeper to restrain his desire to go out on the field, and lose the pleasures of a run, give him fair play in his own position. With a spirit of this kind, and an earnest desire to popularize fair play, in every part, our national game can never die; and the boast of an enthusiastic friend of ours will be fulfilled,—that one day "the sun will never set on our flags!"

APPENDIX.

LAWS OF LACROSSE.

Revised and Adopted Sept. 25th and 26th, 1868, by the National Lacrosse Association of Canada.

RULE I.—The Crosse.

Sec. 1.—The Crosse may be of any length to suit the player; woven with cat-gut, which must not be bagged. ("Cat-gut" is intended to mean raw hide, gut or clock strings, not cord or soft leather.) The netting must be flat when the ball is not on it. In its widest part the crosse shall not exceed one foot. No string must be brought through any hole at the side of the tip of the turn. A leading string, resting upon the top of the stick, may be used, but must not be fastened, so as to form a pocket, lower down the stick than to the end of the length strings. The length strings must be woven to within two inches of their termination, so that the ball cannot catch in the meshes.

Sec. 2.—Players may change their crosse during a match.

RULE. II.—The Ball.

The Ball must be India rubber sponge, not less than eight and not more than nine inches in circumference. In matches, it must be furnished by the challenged party.

RULE III.—The Goals.

The Goals may be placed at any distance from each other, and in any position agreeable to the captains of both sides. The top of the flag-poles must be six feet above the ground, including any top ornament, and six feet apart. In matches they must be furnished by the challenged party.

RULE IV.—The Goal-Crease.

There shall be a line or crease, to be called the Goal-Crease, drawn in front of each goal, six feet from the flag-poles, within which no opponent must stand unless the ball has passed cover-point.

RULE V.—Umpires.

Sec. 1.—There must be two umpires at each goal, one for each side, who must stand behind the flags when the ball is near or nearing the goal. Unless otherwise agreed upon by the captains, they must not be members of either club engaged in a match; nor shall they be changed during a match except for reasons of illness or injury. They must be thoroughly acquainted with the game, and in every way competent to act. Before a match begins, they shall draw the players up in line, and see that the regulations respecting the crosse, spiked soles, &c., are complied with. They must also see that the regulations are adhered to respecting the ball, goal, goal-crease, &c., and, in deciding any of these points, shall take the opinion of the captains and the referee. They must know, before the commencement of a match, the number of games to be played. They shall have power to decide all disputes, subject to Rule VI., and to suspend, for any time during the match, any player infringing these laws; the game to go on during such suspension.

Sec. 2.—No umpire shall, either directly or indirectly, be interested in any bet upon the result of the match. No person shall be allowed to speak to the umpires, or in any way distract their attention, when the ball is near or nearing their goal.

Sec. 3.—When "foul" has been called, the umpires must leave their posts and cry "time," and from that time the ball must not be touched by either party, nor must the players move from the positions in which they happen to be at the moment, until the umpires have returned to their posts, and "play" is called. If a player should be in possession of the ball when the umpires leave their posts, he must drop it on the ground in front. If the ball enters the goal after the umpires have left their posts, it will not count. The jurisdiction of umpires shall not extend beyond the day of their appointment. They shall not decide in any manner involving the continuance of a match beyond the day on which it is played.

RULE VI.—Referee.

The umpires shall select a referee, to whom all disputed games and points, whereon they are a tie, may be left for decision, and who must be thoroughly acquainted with the game, and in every way competent to act. He shall take the evidence of the players particularly interested, the respective opinions of the differing umpires, and, if necessary, the opinions and offers of the captains, in cases where the discontinuance of the game is threatened. His decision shall be final. Any side rejecting his decision, by refusing to continue a match, shall be declared the losers. The referee must be on the ground at the commencement of and during the match, but during play he shall not be between the two goals.

RULE VII.—Captains.

Captains, to superintend the play, may be appointed by each side, previous to the commencement of a match. They shall be members of the club by whom they are appointed, and of no other. They may or may not be players in a match: if not, they shall not carry a crosse, nor shall they be dressed in Lacrosse uniform. They shall select umpires, and toss up for choice of goal. They shall report any infringement of the laws during a match to the nearest umpires.

RULE VIII.—Names of Players.

The players of each side shall be designated as follows: "Goal-keeper," who defends the goal; "Point," first man out from goal; "Cover-point," in front of Point; "Centre," who faces; "Home," nearest opponent's goal. Others shall be termed "Fielders."

THE GAME.

RULE IX.—Miscellaneous.

Sec. 1.—Twelve players shall constitute a full field, and they must have been regular members of the club they represent, and no other, for at least thirty days prior to a match.

Sec. 2.—A match shall be decided by the winning of three games out of five, unless otherwise agreed upon.

Sec. 3.—Captains shall arrange, previous to a match, whether it is to be played out in one day, postponed at a stated hour, or in the event of rain, darkness, &c., or to be considered a draw under certain circumstances; and, if postponed, if it is to be resumed where left off.

Sec. 4.—If postponed and resumed where left off, there shall be no change of players on either side.

Sec. 5.—Either side may claim at least five minutes' rest, and not more than ten, between each game.

Sec. 6.—No Indian must play in a match for a white club, unless previously agreed upon.

Sec. 7.—After each game, the players must change sides

Sec. 8.—No change of players must be made after a match has commenced, except for reasons of accident or injury during the match. When a match has been agreed upon, and one side is deficient in the number of players, their opponents

may either limit their own numbers to equalize the sides, or compel the other side to fill up the compliment.

RULE X.—Spiked Soles.

No player must wear spiked soles.

RULE XI.—Touching the Ball with the Hand.

The ball must not be touched with the hand, save in case of Rules XII. and XIII.

RULE XII.—Goal-Keeper.

Goal-keeper, while defending goal within the goal-crease, may pat away with his hand or block the ball in any manner.

RULE XIII.—Ball in an Inaccessible Place.

Should the ball lodge in any place inaccessible to the crosse, it may be taken out by the hand; and the party picking it up, must "face" with his nearest opponent.

RULE XIV.—Ball Out of Bounds.

Balls thrown out of bounds must be picked up with the hand, and "faced" for at the nearest spot within the bounds.

RULE XV.—Throwing the Crosse.

No player shall throw his crosse at a player or at the ball under any circumstances.

RULE XVI.—Accidental Game.

Should the ball be accidentally put through a goal by one of the players defending it, it is game for the side attacking that goal. Should it be put through a goal by any one not actually a player, it shall not count.

RULE XVII.—Balls Catching in the Netting.

Should the ball catch in the netting, the crosse must immediately be struck on the ground so as to dislodge it.

RULE XVIII.—Rough Play, &c.

No player shall hold another with his crosse, nor shall he grasp an opponent's stick with his hands, under his arms, or

between his legs; nor shall any player hold his opponent's crosse with his crosse in any way to keep him from the ball until another player reaches it. No player shall deliberately strike or trip another, nor push with the hand; nor must any player jump at to shoulder an opponent, nor wrestle with the legs entwined so as to throw his opponent.

RULE XIX.—Threatening to Strike.

Any player raising his fist to strike another, shall be immediately ruled out of the match.

RULE XX.—Foul Play.

Sec. 1.—Any player considering himself purposely injured during play, must report to his captain, who must report to the umpires, who shall warn the player complained of.

Sec. 2.—In the event of persistent fouling, after cautioning by the umpires, the latter may declare the match lost by the side thus offending, or may remove the offending player or players, and compel the side to finish the match short-handed.

RULE XXI.—Interrupted Matches.

In the event of a match being interrupted by darkness or to any other cause considered right by the umpires, and one side having won two games—the other none—the side having won the two games shall be declared winners of the match. Should one side have won two games, and the other one, the match shall be considered drawn.

RULE XXII.—Amendments.

Any amendment or alteration proposed to be made in any part of these laws, shall be made only at the Annual Conventions of the National Association, and by a three-fourths vote of the members present.

ERRATA.

Page 10, in Preface, line 15, for "1861," read "1850."
Page 92, line 18, for "expirment," read "experiment."
Page 94, line 19, for "disposi-," read "disposition."
Page 193, line 2, for "followy our," read "follow your."
Page 195, line 14, for "success," read "sweep."
Page 195, line 16, for "bath has passe" read "ball has passed."